



PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

AUSTRALIA'S ONLY
**PLAYABLE
DEMO DISC!**

GOLDEN GOAL!

Hands-on with Konami's
Pro Evolution Soccer 2!



V8 GRUNT

Test Driven: V8 Supercar
Race Driver. Worth the hype?

VISIT LONDON!

See exactly what's happening with **The Getaway**. It's a stunner! Honest, guy!

FINAL FANTASY FRENZY

All the game help you'll need to get through this RPG monster

NO DISC?
ASK YOUR NEWSAGENT

EXCLUSIVE PLAYSTATION 2 DISC!

FEATURING

- » Army Men RTS
- » Fireblade
- » Stuntman
- » Project Zero
- » Men In Black 2:
Alien Escape

PLUS

- » Eve Of Extinction
- » Superman: Shadow Of Apokolips
- » Dinner at Chez Claude
- » Gio Gio's Bizarre Adventure

- » Red Dead Revolver
- » Onimusha 2
- » Freestyle
- E3 VIDEOS**
- » Formula 1 2002
- » SOCOM: US Navy Seals
- » Sly Raccoon



THE BIG PUNT

STOP PRESS! Australia's very first news on AFL Live 2003

DEVIL MAY CRY 2

Inside Capcom's latest adventure masterpiece

AUS \$4.95
NASH 6/5
ISSUE 9
DERWENT HOWARD



IN THE JUNGLE... ...NO ONE SLEEPS TONIGHT.



GEAR UP FOR THE ULTIMATE RUMBLE IN THE JUNGLE!

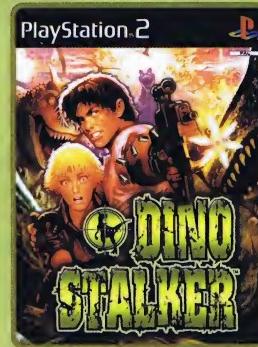
...AN AMERICAN PILOT HAS TO MAKE A CRASH LANDING IN DENSE JUNGLE UNDER ENEMY FIRE.

DAZED BUT STILL ALIVE, THE PILOT HAS STUMBLED INTO A NIGHTMARE. SOMEWHERE A VOICE ACTIVATES A COUNTDOWN.

IN HIS HANDS IS AN UNFAMILIAR, FUTURISTIC WEAPON.

...THEN THE DINOSAURS APPEAR.

- * COMPATIBLE WITH BOTH GCON-2 AND GCON-45 LIGHT GUNS!
- * A HUGE RANGE OF HIGHLY DETAILED DINOSAURS!
- * UNMATCHED FREE-ROAMING ACTION!
- * DEVASTATING WEAPONS INCLUDING SNIPER RIFLES AND ROCKET LAUNCHERS!



FREE-ROAMING, GUN-TOTING PREHISTORIC MAYHEM!

CAPCOM
capcom-europe.com

PlayStation®2

G-con2

G-con45

THQ

M15+
MEDIUM LEVEL
ANIMATED VIOLENCE

© CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED. G-Con45™ & © 1996 NAMCO LTD. All rights reserved. G-con™ 2 & © 2000 NAMCO LTD. All rights reserved. Namco is a registered trademark of NAMCO LTD. G-Con and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ, Inc. All rights reserved. All other trademarks are the property of their respective owners.



DINO STALKER™

PlayStation.2

OFFICIAL MAGAZINE-AUSTRALIA

ISSUE 05 // AUGUST 2002

GAME REVIEWS

032 THE GETAWAY



010 STUNTMAN



PREVIEWS

010 STUNTMAN

Not only will you find a playable demo on this month's disc, we've finally been able to secure code and we have the most in-depth preview you'll find absolutely anywhere!

014 WINNING ELEVEN 6

Pro Evolution Soccer in all but name is out in Japan already. So what's changed?

018 TRANSWORLD SURF

Surfing learns a few tricks from SSX, but could it still wipeout in Australia?

020 PAC-MAN WORLD 2

Our very favourite retro icon is back and Namco have given him new world's to get about in. Will he be capable of living up to life in the 'next-generation'?

REGULARS

006 EDITOR'S LETTER

024 SUBSCRIBE

What better way to save money, keep up with the latest gaming news and get a free demo every month? What are you waiting for?

026 SPY

Including news on Tony Hawk's Pro Skater 4, Kelly Slater Pro Surfer, Primal, Ape Escape 2, RTX Red Rock, X-Men and playstation.com

049 REVIEWS

Massive and in-depth reviews!

073 PSONE REVIEWS

Stuart Little 2

074 NEXT MONTH

076 MEDIA

Black Hawk Down, The Great Escape, Speed, All, The Fugitive and The Lost World from the OPS2 team!

079 POSTAL

Anything frustrating you? Vent all of your angers right here!

080 HARDCORE

Too many games to list in this tiny space. Having trouble in a game? Hardcore is the very best source of game help anywhere!

094 SHORTLIST

A one-stop game guide with all the game info and OPS2 scores right at your finger tips!

098 COMPETITIONS

OPS2's famous competitions just keep a rollin' along...

048 V-RALLY 3



036 DEVIL MAY CRY 2



FEATURES

032 THE GETAWAY

This game was absolutely massive at this year's E3. But why? We take you inside the development studio for all of the latest lowdown on one of the most ambitious projects ever undertaken on the world of videogames.

036 DEVIL MAY CRY 2

OPS2 can confirm that this game is still some way off being released in this country. We're on the ball though, that we've already gained access to one of the most anticipated sequels that's ever come out of the Capcom stables! It's already looking great!

054 V8 SUPERCAR DRIVER



REVIEWS

048 V-RALLY 3

It has quite a name to live up to, but how does the finished game stack up against all of the competition that's already out there?

054 V8 SUPERCAR RACE DRIVER

We've gone to hell and back to get Australia's very first review but here it is. Find out if this baby is worth its weight in horsepower.

058 PRISONER OF WAR

War. What is it good for? To make videogames about, that's what!

063 F1 2002

Find out if EA's latest F1 racer can take it all the way to the chequered flag.

064 SOLDIER OF FORTUNE: GOLD EDITION

It's as gory as any first-person shooter that we've seen before. But is it actually any good?

067 DAVID BECKHAM SOCCER

The Golden Boy didn't do as well as he would have liked at this year's World Cup. Wonder if he'd spent too much time playing his own game?

068 BRITNEY'S DANCE BEAT

Don't laugh just yet. Britney's very first videogame is better than you'd imagine. It'll surprise a lot of people!

070 EVERBLUE

We didn't know what to expect from Capcom's most recently released project. Read what did and didn't work.

071 RALLY CHAMPIONSHIP

Sc's rally game certainly has some strong points. Is it worth parting with your hard-earned though?

072 FIREBLADE

Anyone remember the TV show *Alwirl*? This is like a videogame version! Check out our review!

073 ANTZ EXTREME RACING

They'll make a kart game based on anything these days!

074 MEN IN BLACK 2: ALIEN ESCAPE

You've seen the movie. Now read all about the game made right here in the big brown land of Australia!

075 TOP ANGLER

It's better than getting worm guts all over you.

075 IRON ACES

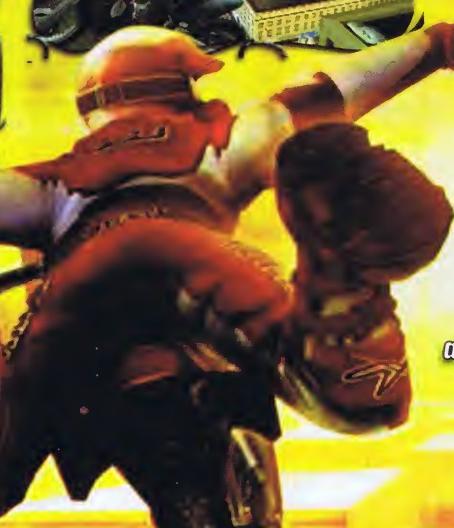
Tom Cruise and Val Kilmer are fans of this game. Isn't that right, leeman?

076 SLAM TENNIS

We LOVE this game.

Race fast. Jump high. HOLD ON.

27 pros including
#1 rider Ricky Carmichael



Features Australia's
Chad Reed

Expanded freestyle modes

New Stunt Track Editor
allows you to
build your own ramps,
jumps and obstacles

Racing and freestyle
career modes

Create-A-Rider Mode

Twenty-two
motocross, supercross,
amateur and freestyle tracks

Five different
multi-player modes
both in racing and freestyle

11 Mini Games

AVAILABLE SEPTEMBER 2002

MX SuperFly

PlayStation®2



THQ



© 2002 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. THQ, the THQ logo and the MX SuperFly logo are trademarks and/or registered trademarks of THQ Inc. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. All other trademarks and logos are property of their respective owners. All Rights Reserved.

LOOKS WEIRD.
SOUNDS GREAT.





ON THE DVD

PLAYABLE DEMOS

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...



Heello therel Well, no need at all to talk up the disc at all again this month, as the gem that you've undoubtedly already found on the cover speaks for itself. You wanted to check out *Stuntman...* you got it!

No other magazine delivers such a consistently brilliant playable DVD disc every single month. If you want to play all of the latest games - before they've even hit the shops, then there's simply no other option.

But we haven't let our market leadership go to our heads. Every single DVD demo from here on in will be groaning with quality, just like this one is. Nothing in life is certain, but OPS2 delivering the goods is the constant thing to a notable exception. Case closed!

Must go. Go to start sorting out the next disc. This month's hint for the month: don't drink cordial for breakfast.

RICHIE YOUNG
Editor

To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **○** to start up your choice. Please note, you may have to reset your PS2 after some demos.

DEMO 02

ARMY MEN RTS

PUBLISHER 3DO :: GAME TYPE RTS :: OUT NOW :: PLAYERS 1

THE CONTROLS

- L-STICK - MOVE
- R-STICK UP - TARGET
- MOVE UNIT/ADD TARGET
- ADD OR REMOVE UNIT FROM GROUP
- △ SELECT UNITS
- SELECT PREVIOUS GROUP OF UNITS
- JUMP CAMERA TO COMBAT
- CONSTRUCTION MENU
- CAMERA
- MELTING BUILDINGS
- PAUSE

THE GAME

This is the latest in the irrepressible *Army Men* franchise. Everyone's favourite series rumbles on with its first RTS (real time strategy) the preposterously named *Army Men RTS*. It does exactly what it says on the box. Things have been kept relatively simple (this is an *Army Men* game, after all) but you'll still find every button on the pad used and your thumbs occasionally straining at their joints in their rush to do your bidding.

THE DEMO

The Thin Green line level from the game requires you to make your way up and through the fence and obliterate any tan troops you may find on your way. Winner is the last man standing. Good luck, soldier.



DEMO 03

FIREBLADE

PUBLISHER MIDWAY :: GAME TYPE SHOOTER :: OUT NOW :: PLAYERS 1

THE GAME

Fireblade's surface sheen depicts a serious po-faced helicopter sim - but beneath that moustache-waxing exterior lies a device aimed purely at getting kicks from blowing things up. In its heart of hearts, this is an old-fashioned blaster. The finished article features 18 missions in four campaigns taking in sights as diverse as the obligatory snowy level and a really hot one, too...

THE DEMO

This is the third mission in the game, being just the right mix of challenging action and ease-you-in-gently mission objectives. Here, you've got to destroy three bases. If you wish to show off you can also destroy the communications tower. Doing so will leave the enemy baffled and easier to pick off.



DEMO 04

PROJECT ZERO

PUBLISHER WANADOO :: GAME TYPE ADVENTURE :: OUT SEPTEMBER :: PLAYERS 1

THE GAME

Like *Slenderman* although the weapons are more instamatic than automatic. You've only your trusty camera for protection as you tread the boards of a haunted house. They're all camera shy and capturing a shot of them before they disappear will make them die of shame.

THE DEMO

The demo will time out after two minutes just to give you a teaser of the game. Master the controls (○ engages camera mode) and snap as many nasties as you can before the demo demises. Kodak moment, anyone?



DEMO 05

MEN IN BLACK II: ALIEN ESCAPE

PUBLISHER INFOGRAAMES :: GAME TYPE ACTION :: OUT JULY :: PLAYERS 1

THE GAME

'Loosely based on the film'. Need you know more? The game borrows scenarios and characters and offers a shoot'em up that's more about skull-cracking.

THE DEMO

This includes the entire Dockside level from the game. Choose to play as Jay or Kay then slug your way through and get Grokk at the end. Mix up your attacks and ensure you're using the weapon best suited for the removal of the nasty head.



E3 VIDEO DEMOS

SOCOM: US NAVY SEALS

It'll come with a headset allowing you to talk to your mates as you try and paste the enemy.

SLY RACCOON

Sly is different. Much of the game's appeal comes from its cartoon looks but the areas make it special.

FORMULA ONE 2002

Sony's F1 efforts prefer to tell it like it is. F1 2002 plays as hard and realistic as its cars are authentic.

VIDEO DEMOS

ONIMUSHI 2

The first game was a spin-off of the *Resident Evil* series, now *Onimusha 2* sees the pupil becoming the master, packing better graphics (check out the quality of this movie) and more varied action (lots of lovely new weapons) and ramping up the size and difficulty levels to Aussie expert proportions.

RED DEAD REVOLVER

Ride into town on a horse with no name and shoot the living crap out of everyone you meet. It's every cowboy's fantasy and, thanks to Capcom, it's now a reality. Innovative camera play keeps things movie-like while auto-alming makes you feel cooler than Clint.

FREEKSTYLE

Spelling might not be strong point, but making mad-in-the-groin racing games certainly is. EA Sports BIG once again come up trumps with a combination of the serious and the ridiculous in *Freekstyle* - it's SSX on motorbikes.

WRC 2002

Not an in-game trailer but more a teaser for the upcoming *WRC 2002*. Only this game has all the drivers and tracks inspired by the genuine WRC event. Here we see men driving like demons, flogging cars more used to carrying the kids and shopping home.

EVE OF EXTINCTION

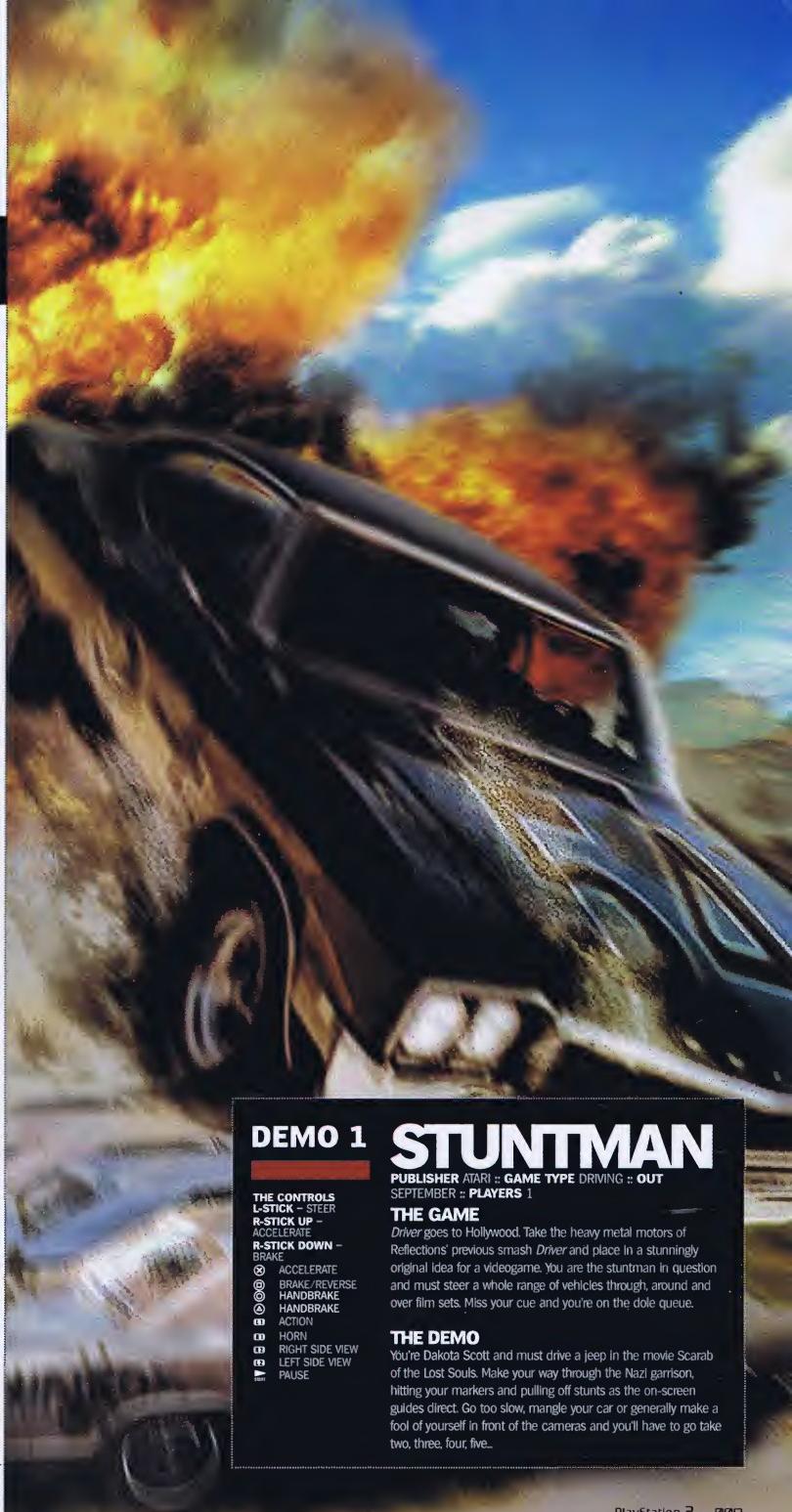
This solid scrolling beat 'em up comes from the same Japanese stable that brought us the man-hugging delights of *WWF Smackdown!* The trick here is using the right stick to etch out crazy shapes in order to trigger very special moves.

JO JO'S BIZARRE ADVENTURE

Bizarre certainly is the word for this game. This formerly flat, 2D fighter pops into 3D on PS2 and gets a distinctive shading paint job in the process. It's fighting en masse with a host of freaked-out characters each able to send their even freakier alter egos into combat in their place. Watch.

SUPERMAN: SHADOW OF APOKOLIPS

The Man of Steel becomes the man of cel-shaded polys. He is, quite simply, a super man.



DEMO 1

STUNTMAN

PUBLISHER ATARI :: GAME TYPE DRIVING :: OUT

SEPTEMBER :: PLAYERS 1

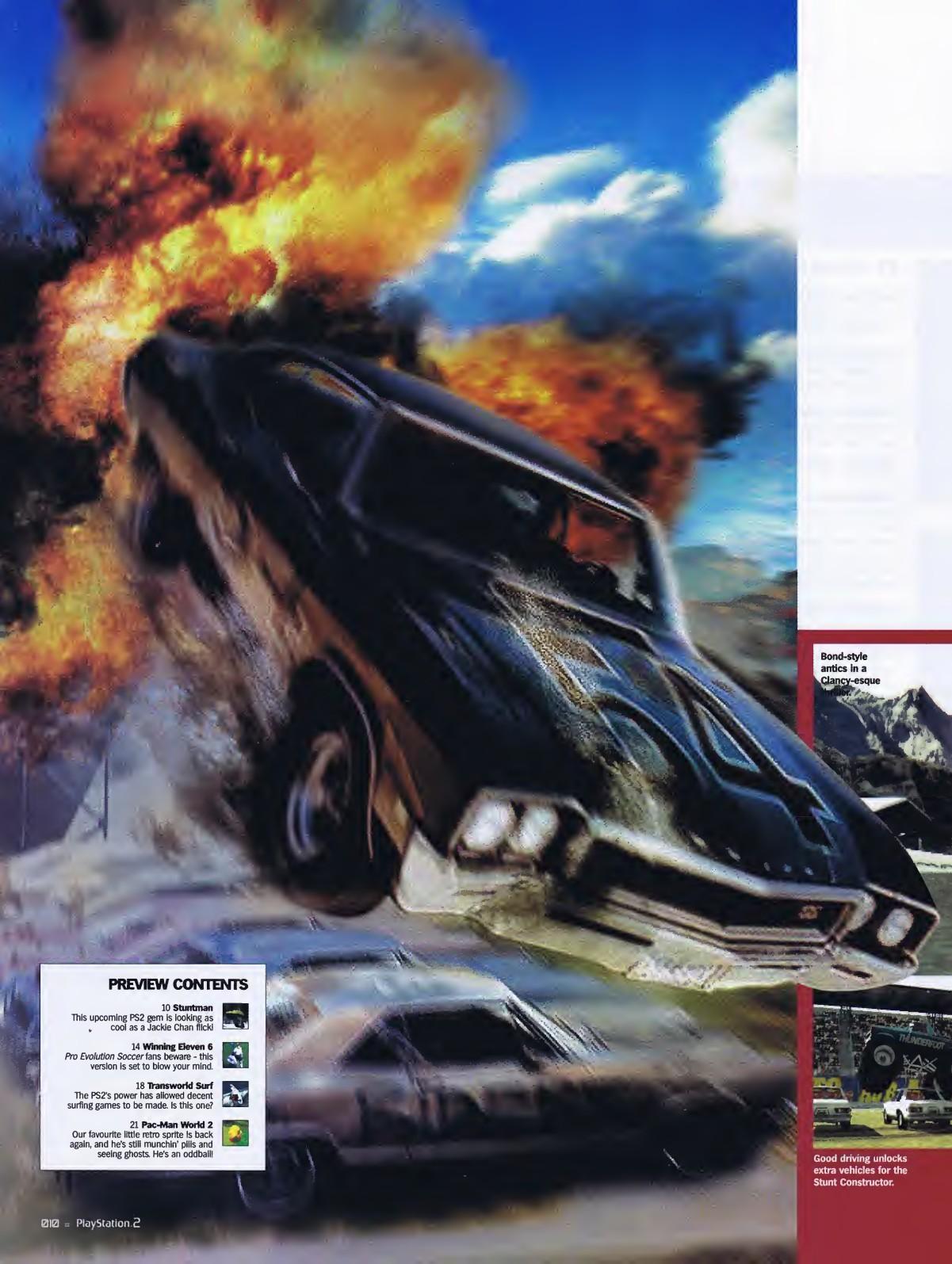
THE GAME

Driver goes to Hollywood. Take the heavy metal motors of Reflections' previous smash *Driver* and place in a stunningly original idea for a videogame. You are the stuntman in question and must steer a whole range of vehicles through, around and over film sets. Miss your cue and you're on the dole queue.

THE DEMO

You're Dakota Scott and must drive a jeep in the movie Scarab of the Lost Souls. Make your way through the Nazi garrison, hitting your markers and pulling off stunts as the on-screen guides direct. Go too slow, mangle your car or generally make a fool of yourself in front of the cameras and you'll have to go take two, three, four, five...

THE CONTROLS
L-STICK – STEER
R-STICK UP – ACCELERATE
R-STICK DOWN – BRAKE
□ ACCELERATE
○ BRAKE/REVERSE
△ HANDBRAKE
▲ HANDBRAKE
■ ACTION
□ HORN
RIGHT SIDE VIEW
LEFT SIDE VIEW
PAUSE



Bond-style
antics in a
Clancy-esque
shooter

PREVIEW CONTENTS

10 Stuntman
This upcoming PS2 gem is looking as cool as a Jackie Chan flick!



14 Winning Eleven 6
Pro Evolution Soccer fans beware - this version is set to blow your mind.



18 Transworld Surf
The PS2's power has allowed decent surfing games to be made. Is this one?



21 Pac-Man World 2
Our favourite little retro sprite is back again, and he's still munching pills and seeing ghosts. He's an oddball!



Good driving unlocks extra vehicles for the Stunt Constructor.

STUNTMAN

WORDS DEAN EVANS

Fall from a tall building or roll a brand new car. Now you can be the unknown Stuntman who made Redford such a star – just remember to fasten your seatbelt...

PUBLISHER INFOGAMES
DEVELOPER REFLECTIONS
PLAYERS 1
RELEASE SEPTEMBER

hink of the cowboys who get shot during Wild West gunfights, tumbling improbably over saloon balconies to the dusty ground below. And the skiers that chased James Bond down the mountainside in *The Spy Who Loved Me*, picked off by a ski pole that turned into a rifle. Despite the advent of blue-screen special effects and computer graphics, movies will always need those reckless souls who are prepared to throw themselves through windows, crash cars and set each other on fire for the good of cinema. In short, movies need stuntmen.

It's this dangerous lifestyle that has inspired the latest game from British-based Reflections, the studio responsible for *Driver* and *Driver 2*. As the stuntman of the title, you're initially hired to work on a low budget, *Snatch*-style gangster flick called 'Toothless' in *Wapping*. The movie has five car-based stunt sequences that need to be filmed, each one consisting of a number of linked action elements. You might have to drive through a stack of barrels and then perform a handbrake turn, for instance, or jump recklessly over a building before flipping your car into a barrel roll – and all for the cameras, of course. If you complete the elements well within a set time limit, you pass the stunt and move on to the next one. Fail to complete the sequence, though, and you'll have to do the stunts all over again until you get them right.

HANDS-ON CONTROL

The first stunt seems simple enough. Drive down a busy street and do a 180° handbrake turn. Then head back up the street, around a corner (dodging the oncoming traffic), overtake a car and drive into a pile of boxes. But even this short sequence requires practice, cool driving and split-second timing. One of the best things about the *Driver* series was its intuitive control system and incredibly realistic handling. *Stuntman* doesn't disappoint in either respect. Reflections has also made the driving controls pressure-sensitive in order to heighten the driving experience.

Before each stunt sequence, an animated intro gives you an



YOU'RE GOING HOME IN AN AMBULANCE

Recreate the thrills and barely escaped carnage in *Stuntman's* playful Stunt Constructor. It's a little piece of *Destruction Derby* on your TV...



Completing movie stunt sequences unlocks equipment that you can then use in the Stunt Constructor. This is an open-ended DIY stunt section; an empty arena that you can fill with ramps, stacks of cars, flaming hoops, barrels, boxes and other stunt-related 'toys'.

Using these 'toys', you can place a ramp (positioning it wherever you like). At the end of the ramp, add a stack of cars and duplicate it so you have two or three such stacks. Then pick one of the cars you've unlocked, drive it up the ramp and into the stacks of cars. Great!

You can also add extra elements to your stunts, such as a flaming hoop or a pyramid of barrels. Connect a loop-the-loop section to a second one and get a loop-the-loop-the-loop, for instance, or fire a police car from a steam cannon. The Stunt Constructor is your 3D toybox of delights.



Create a stunt, drive a stunt and view your vehicular antics from several camera angles.



Hey, didn't we see this in a Bond film somewhere?



Pah! What's so 'daredevil' about driving through a flaming hoop?

Be a driver, skidder, jumper and destroyer of vehicles. That means cars, tanks, even a bus

overview of the upcoming action. Then it's time to get behind the wheel and tackle the urban obstacle course for real. As you begin to drive, the Director shouts helpful instructions: "Drive through the roadworks" or "Do a handbrake turn!" Large yellow stunt icons appear on the screen to mark where the action elements take place. They also indicate what sort of action you need to take (such as overtake a car, drive through a gap or avoid a timed explosion). Green chevrons guide you from manoeuvre to manoeuvre, while checkpoints are included to make sure you maintain an exciting speed that's faster than 'frantic', but slightly slower than 'breakneck'.

Whether you fall or successfully complete a stunt sequence, you can always view a cinematic replay of your efforts. It's here that you begin to appreciate just how stunning *Stuntman* is. When you're trying to complete a stunt, chasing a van through backalleys or speeding through a dim warehouse dodging forklifts, you don't have time to admire the scenery. You miss the pattern of the brickwork on the surrounding buildings, the TV aerials on the rooftops, the reflections in windows... You can't see the dents in your car's bodywork after a mistimed corner either, or the smoke and splintering metal, or the full shadow effects that give the locations such a photo-realistic quality. The attention to detail is extraordinary. And you've barely started.

After *Toothless In Wapping*, five bigger, trickier movie projects follow, each with its own particular set of stunts. 'A Whoopin And A Hollarin' is a *Dukes Of Hazzard*-style chase movie with elements of *Smokey and the Bandit*. Hong Kong provides the backdrop for 'Blood Oath', an action adventure in the style of John Woo. 'Conspiracy' is a Clancy-esque political thriller set in the Alps. 'The Scarab Of Lost Souls' (an *Indiana Jones*-style desert adventure) follows – think military vehicles, Nazis and ancient ruins. The game climaxes with a series of lengthy, demanding stunts for the movie *Live Twice For Tomorrow* (a thinly-disguised Bond-style thriller set in Monaco, all fast cars and breathless chase sequences).

When you get to the end of a stunt sequence, your

performance and accuracy are rated using a percentage score – you need to achieve 75 per cent or more to progress to the next part of the film. Score highly and you unlock stunt equipment (such as ramps, flaming hoops or steam cannons) and cars that can be used later in the Stunt Constructor mode. Once all of a movie's stunts have been completed, you need to successfully pass a one-off stunt in the Daredevil Stunt Arena before you can access the next movie. The Arena recreates the sort of OTT stunt shows that are big in America; wild and violent car crashes in front of a hotdog-munching crowd. Complete this (score 75 per cent or over) and elements of your driving get spliced into a movie trailer complete with animated cut-scenes, virtual actors, scripted dialogue and a voice-over.

THAT'S GOTTA HURT

Playing *Stuntman*, you quickly realise that you have to learn from your mistakes. If a stunt has five elements to it, you may sail through the first and second, but fail the third and you have to start again. But in doing so, you learn what to do next time – where to drive, how fast to go and when to brake. Playing *Stuntman* is a constant search for perfection, developing the skills required to complete an entire sequence, be it a 30-second pursuit or a two-minute chase, making only the tiniest of errors. While the early stunts are forgiving, the final sequences require split-second timing. By the end, you should be an accomplished driver, skidder, jumper and destroyer of vehicles. That means cars and monster trucks, a tank and a snowmobile, even a bus.

Unlike *Driver*, *Stuntman* has limited locations, so you can't go anywhere, and can't just cruise around for the sheer sightseeing hell of it. But as the stunts get bigger, they begin to offer multiple routes, short detours that enable you to reach the same point via a slightly different path. Extra spice is achieved with an action button that activates special elements, such as explosions or cannon fire. And you can't fail to admire the superb physics engine and damage modelling. As you drive through gaps in the

LOCATION, LOCATION, LOCATION

In the main game mode, *Stuntman* features six different movie locations, each with their own unique landscapes, vehicles and appropriate stunt sequences to enjoy.



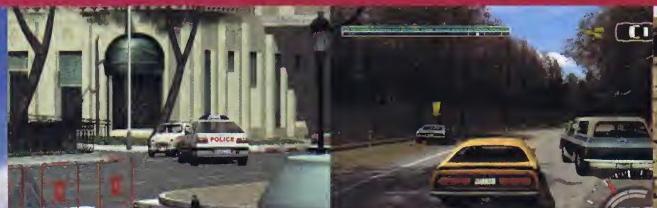
Toothless in Wapping
British gangsters and geezers, car chases and gunfights, set in the only occasionally mean streets of South London. Sort it out, mate.

A Whoopin And A Hollarin'
The Dukes Of Hazzard meets *Smokey and the Bandit* with improbable car jumps and an appropriately twangy bluegrass guitar soundtrack.

Blood Oath
John Woo action thrillers were the inspiration for this level set in the streets of Hong Kong. The strange three-wheeler here is a Tuk-Tuk.

Conspiracy
Clancy-esque intrigue in the Alps involving chases on snowmobiles, skiers packing machine guns and armoured, bomb-dropping microlites.

Launch your car from a steam cannon. Yes, a steam cannon!



From London to Monaco, the 3D detail is stunning.

Simple job: don't let the blue car escape.



traffic and jump over broken bridges, overtake, spin, stop dead and reverse at will, overworked tyres will squeal. You'll crash, dent, bump and shunt, shattering the windscreen, splintering the machine's bodywork.

Despite the linear limitations of its Career mode, *Stuntman* is addictive and great fun to play. The Stunt Constructor [see You're Going Home In An Ambulance] provides a satisfying diversion – although if you don't gain high enough stunt scores in the main game, you won't earn any interesting equipment to use in it. Reflections has also gone out of its way to give *Stuntman* the polished feel of a movie DVD. Alongside the game is a Making Of *Stuntman* video, an interview with stuntman and game consultant Vic Armstrong, an eye-opening featurette on Tommy 'Trouble' McTague [a mad US stunt driver], plus a teaser preview of the studio's next PS2 game, *Driver 3*.

There's no denying that *Stuntman* is going to be huge. But just how huge? Find out in the next issue of OPS2. □

ON TARGET STUNTMAN

Driver-style handling and incredible photo-realistic graphics... but is *Stuntman* more than just a movie-inspired obstacle course for cars?



GRAPHICS
Absolutely stunning. This bodes well for *Driver 3*.



FREEDOM
Restricted. You drive where you're told to drive. No discussion.



PLAYABILITY
Has that addictive 'just one more go' quality to it.



Scarf of Lost Souls
Think Indiana Jones and Nazis in the desert. Think tanks and motorcycles, ruined temples, up-tempo music and lots and lots of sand...

Live Twice For Tomorrow
Glamour and speed combine in this blatant Bond-like set in Monaco. Almost perfect driving is required to complete it.



The yellow icon here indicates that you need to drive through the opening.

AND THAT'S A WRAP!

Each of the movie sequences in *Stuntman* consists of a number of smaller action elements. These could be as simple as overtaking a car or as difficult as propelling your jalopy off the end of a pier.



Each stunt sequence also has a series of checkpoints. You need to pass through them before the time runs out or you'll fail the level for driving too slowly.

Other action icons you'll see include: corners, handbrake-turns, jumps and pyrotechnic areas where you need to drive close to dramatic explosions.

PREVIEW

WINNING ELEVEN 6

WORDS NICK ELLIS

WINNING ELEVEN 6

Can the world game get any better? With an improved Master League, full Edit mode and sharper graphics, it's looking that way.

PUBLISHER KONAMI
DEVELOPER KCE TYO
PLAYERS 1 - 8
OUT NOW (IMPORT ONLY)

CLOSE TO THE EDIT

No longer will you have to reluctantly take the helm of 'London' in the Master League. A complete Edit mode means that now you can play as whoever you like. Hurrah!

クラブチーム編集



フラッグ編集



Just suppose for a moment that you aren't a Man Utd or Leeds fan. Say the thought of playing as Liverpool makes the bile rise from deep within. With the number of national sides always being so minimal, the lack of a decent Edit mode has left a big hole in Konami's previous soccer titles. Now, gamers who follow any team can edit in their favourite side, which is, to be frank, bloody brilliant. We couldn't get very far with it because of the language barrier, but it appears you can build a team from scratch, including name, kit colour, emblem and players. C'mon Woy Woy Bulldogs, Master League glory awaits!



great man once said that perfection is an illusion. Maybe so, but last year's Pro Evolution Soccer did a pretty damn good job of convincing us that footy gaming couldn't possibly get any better. Across the board, the videogame press and public alike united in agreement that this was the one – the best studs and stanchions slim yet. The game not only outplayed all rivals, it out-sold them too, and PES quickly established itself as the country's leading soccer game.

In Japan, KCE Tyo's seminal soccer series enjoys similar popularity and goes by the name of Winning Eleven. Winning Eleven 5 was, for all intents and purposes, Pro Evolution Soccer. Over in the Orient, gamers are already savouring the follow up that is Winning Eleven 6. While clearly localised for the home market [and that means everything bar the title being in Japanese] WE6 gives us a pretty fair indication of what to expect when PES2 hits the Australia later this year. Can there be an improvement on near perfection?

Oh yes. If the previous instalment brought a lump to your throat, the follow-up is enough to make you weep with joy. The main body of the game has been left intact – if it's not injured, don't substitute it – but the developers have ironed out many of the original's little flaws that niggled away like an Italian striker in a crowded penalty area. In addition to the graphical tweaking and fine tuning of gameplay, there are a few new features too, the most notable being a comprehensive Edit mode [see Close To The Edit].

On the pitch, the whole game feels distinctly sharper and swifter. Although far from sluggish, PES often failed to capture the same degree of excitement that ISS Pro 2 achieved on PSone. Not so in WE6. The action flows like a tidal bore at full moon. Your team members appear even more inclined to make runs into space, support the strikers or peg it back to help out in defence. Passing is crisper, one-touch moves are easier to execute and more effective, but perhaps the most welcome advance is in the players' reaction times after they've been tackled.



The big yellow line just doesn't put an end to dodgy offside decisions.

Enjoy those great moments over and over in Replay mode.

In both PES and earlier PSone incarnations of the game, when a man was tackled or knocked off the ball, he'd stand and stare at his shoelaces for a few agonising moments, allowing the opposition to claim possession of the ball and run off upfield with it. Now, a player will recover from a normal tackle almost instantly and can attempt to win the ball back straight away. Of course, if a cynical opponent has scythed you down and your player is lying in a crumpled heap, there's not a lot that can be done.

Graphical enhancements are more evident in the animation than they are in the textures and player likenesses. From taking set-pieces to tumbling over when fouled, the player animations have been completely refigured to give an unprecedented level of realism. Keepers doing a few rolls after a spectacular diving save are particularly pleasing, as is the re-creation of David Beckham's inimitable style of whipping In corners or belting free kicks. From diving headers to screaming 30-yarders, scoring goals is as spectacular as ever and without doubt the most satisfying thing since a life-size chocolate Holly Valance. With every new version of *Winning Eleven*, it feels more and more like you're watching a real live game on the TV. This is the key to Konami's success; its game is soccer.

A KIND OF MAGIC

One aspect of KCE Tyo's recent football outings that really grates on the nerves is the commentary. For a game that excels in nearly every other area, Chris James and Terry Butcher's inane and almost always inappropriate ramblings are nothing short of laughable in PES. You may as well switch the language setting to Mandarin. There's no way of knowing if this will be improved for the sequel, as the commentary in WEE is provided only in Japanese, but we'd urge the developer to address the issue in the PAL conversion. Arch rivals KCE Osa managed to provide perfectly acceptable punditry in ISS 2 and they had the decidedly less-known Mark Lawrence! □



From diving headers to screaming 30-yarders, scoring is the most satisfying thing since a life-size chocolate Holly Valance

MASTERFUL MASTER LEAGUE

The most engaging sports game competition mode is back, and it's bigger and better than ever.

Master League Division 3 Opening Game



1. There are three divisions to battle through this time, you'll be starting in the bottom one. It'll be a long but joyous slog to the top flight.



2. Rather than getting straight into the action, we found ourselves plonked on the training pitch. What next, a club golf course?

リーグ	1	2	3
リーグ A	1位	2位	3位
リーグ B	1位	2位	3位
リーグ C	1位	2位	3位
リーグ D	1位	2位	3位
リーグ E	1位	2位	3位
リーグ F	1位	2位	3位
リーグ G	1位	2位	3位
リーグ H	1位	2位	3位
リーグ I	1位	2位	3位

リーグ	1	2	3
リーグ A	1位	2位	3位
リーグ B	1位	2位	3位
リーグ C	1位	2位	3位
リーグ D	1位	2位	3位
リーグ E	1位	2位	3位
リーグ F	1位	2位	3位
リーグ G	1位	2位	3位
リーグ H	1位	2位	3位
リーグ I	1位	2位	3位

3. Along with the usual teams of player stats, a new menu allows you to see how well each player links up with his team-mates.



4. With the pre-season tinkering and training over, it's time to test your fledgling team. Just 100 games to win for the Division 1 title, then...



The usual international suspects – plus nine bonus teams.



Yep, that's what we're here for, lots of luvverly goals.

PREVIEW

WINNING ELEVEN 6

Then there's the music. No-one is pretending that tunes play a major part in a football game but it's always nice to have a catchy little number to hum along to as you're picking your way through the menus. WE6 gives us... Queen. Yep, the opening credits roll to the strains of *We Will Rock You*, a song that's a mere 15 years old and about as appealing as Brian May's curly perm. Win one of the tournaments and your players jump around to *We Are The Champions*, a tune usually reserved for bad TV game shows and civic receptions for triumphant local Pub League title winners. Sort it out!

One area of the game that has been sorted out though, is the goalkeepers. Not only do they now look a good deal flashier when making saves thanks to some new animation, they also act like keepers are meant to. The actions of stoppers in PES were often disgraceful. They'd seem to do all they could to leap out of the way of a shot, almost pivoting from their torso rather than springing across the goalmouth to attempt a save. The mistakes the goalkeepers make in WE6 are more natural, more errors of judgement than basic mistakes, and this lends yet more realism to proceedings when there's a flapping Fabien to scoff at.

There are other minor adjustments that must have been very simple to execute but serve to make the whole game tighter. For example, when a player is booked, a yellow card appears above his head when you have control of him and you can bring caution into his play accordingly. Offside decisions, always the most contentious in any match, are illustrated with a yellow line that clearly shows the position of an attacker in relation to the last defender, supposedly putting a stop to any arguments. You still won't agree with half of them though, and there's still no referee or linesman on the pitch at whom you can vent your virtual frustration.

It's hard get a complete feel for the game as so many of the intricate details like commentary, player names and menu screens are in Japanese. However, the most important

thing is what happens on the pitch itself and WE6 displays another truly outstanding effort when it comes to the soccer action proper. It's as playable as ever, shines like a freshly polished boot and has more scope for longevity than almost any other game, provided soccer is your sport of course. Not too much is likely to change for the PAL version aside from the language, the commentary and the music, but, to be honest, it doesn't really need to be altered.

It looks like the Master League and many of the international teams will remain unlicensed, so there'll be no proper player names for the majority of the teams, but then this is nothing that can't be sorted out with a few patient hours in Edit mode. The official stand-and-tie version of videogame football is likely to remain in EA's FIFA-branded hands, but do we really care about authentic names when there's such an engaging game to hand? With WE6 coming to the Australia as PES2 In November, Konami is set to retain the hearts of soccer-loving gamers everywhere with a game that's, well, simply beautiful. Almost time to re-live the World Cup□

ON TARGET?

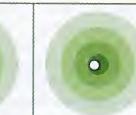
WINNING ELEVEN 6

It may be the NTSC version, but can *Winning Eleven 6* live up to the Premier League standards set in *Pro Evolution Soccer*?



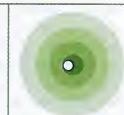
QUEEN

We Will Rock You is a rather inauspicious opening for the game.



TRANSFER FEE

Even in Japanese, there's still a vast game to conquer.



IMPROVEMENTS

Glitches of PES have been ironed out to make a better game.

Q&A

SHINGO TAKATSUKA

OPS2's Lee Hart has a few words with Shingo 'Seabass' Takatsuka, the Producer of the *Winning Eleven* series and, of course, its English cousin *Pro Evolution Soccer*.

PES is recognised as quite simply the best football game ever made. How have you managed to capture the feel of soccer so superbly? Thank you for your compliments. To be honest, we have not reached a satisfaction level. There are a lot of things we wanted to do for our soccer games which we haven't accomplished yet. Therefore, we do not worry about what to do once we end creating one game and start thinking about the next. For example, when we finished *Winning Eleven 5*, we were pretty sure of what to do for *Winning Eleven 6*. That's how it goes with our development. We are very confident that we can now deliver our games with more enhancements.

Can you tell us about any changes that have been made for *Winning Eleven 6* and how the eventual Australian and PAL release differ from this version? We have totally renewed motion captures. We recently introduced a new motion capture machine called Reactor in our studio, where we have taken player motion types and incorporated them in the game. It was our very first attempt to use the machine and it required a lot of time and effort, but we are very proud to announce that we have done our very best within such a limited time frame. We also added some new stadiums and reviewed and revised the player models and voice. Speaking a bit of enhancement, we can see a fine balance. But that is not everything. We also focused on the gameplay and enhanced the Master League, too. Overall, we were able to achieve what we were targeting as a goal. The PAL version should be even more adjusted from the Japanese WE6 and we will deliver a well-ripened game, for sure.

Have you ever considered making a soccer management game? We feel the need to create a football management from listening to the voices of our soccer game fans. We're not sure when we can officially announce the brand new game, but please do look forward to it in the near future.



Much of the original game engine remains untouched.

Oof, get in there sonny, break some bones.

Ah, the sweet through-ball, always one of the joys of PES.

Goalmouth scrambles come thick and fast, and seem more exciting.

There are plenty of dramatic long range strikes, too.

It's definitely easier to score from free kicks in WE6. Mr Posh's style is captured almost perfectly.



MOOKS CLOTHING CO.

S M L XL

WORDS IAN HARRIS

TRANSWORLD SURF

No real superstars, few people have tried it and it's hardly ever on TV. Can surfing make the grade on PlayStation 2?

PUBLISHER INFOGRAPHICS
DEVELOPER ANGEL STUDIOS
PLAYERS 1 - 2
RELEASE JULY

SURF SCHOOL FOR BEGINNERS

Learning the lingo is as easy as building a sandcastle. It's the staying afloat that'll pickle your paddle...

1. Just because you're bobbing around in the sea clutching a surfboard, doesn't mean you'll see any waves. You have to spot where they're forming and catch them before they break. Luckily, this bloody great blue arrow is there to help out...

2. Paddle up, then hit **(X)** when you're in the mood to stand on your board. Now you're surfing! Come up and down that glassy curve and perform flick and grab tricks off the lip.

3. What everyone **really** wants to see is the barrel ride. After a few seconds, the wave starts to barrel. Press **(O)** to stall and it'll begin to close in around you. Hold the analogue pad steady, or...

4. ...Wipeout! Touch the surf and you'll be dumped. Call jet-ski girl and hitch a lift to your next watery conquest.

A

lthough programmers try to pretend that surfing is just skateboarding on water, they can't change the fact that instead of scooting around parks, ramps and half-pipes on an impossibly-oiled board, you are actually balancing precariously on a fibre glass float, chasing big humps of moving water and making every effort to avoid drowning.

Surfing is pretty hard for any beginner, so it's not much of a surprise that *TransWorld Surf* has a super-steep learning curve. The wave physics in the preview code we were given are more than unforgiving: put one foot wrong and you're scuttled. Once you've 'wiped out', you're left to bob in the middle of the bay and you must either doggy paddle off in search of your next 'breaker' or have the jet-ski plop you in front of one. Hitching a lift only delays you by about five seconds, but that really starts to grate when you're falling off every 20 seconds. Things are, however, much better once you've mastered the skill of actually keeping yourself on the board. Of course.

TransWorld Surf has three types of wave – Normal, Difficult and Dangerous – and each one requires a different plan of attack. On some waves you can carve up and down, then briefly ride along the top before performing a quick snap turn and riding back through the barrel. On others, you have to approach more softly, standing up on your board only when you're sure the wave is going to hold.

It's hard to make surfing games fun, but Angel Studios is clearly trying its best. There are 13 real-life surfers and ten real-life beach locations, each with different scenery. There are three single-player modes and four multiplayer modes, including a 'shark attack' Ocean Tag mode. There's also a weird innovation called the Karma Meter, which dictates how well you surf. It goes up when you're 'kind' to other surfers, and down when you're not – if you cut them up on a wave, for example. So don't.

TransWorld Surf might borrow boarding elements from both



Tony Hawk's and SSX Tricky, but it's still very different to play. While skateboarding and snowboarding titles have you coasting around silky smooth ramps over several different levels, TransWorld Surf simply offers dirty great waves and some different coloured seas to ride them in. Unfortunately, this makes the game more boring and much harder. In Tony Hawk's, you always land on your feet (unless you really mess up). In TransWorld Surf, land even slightly at the wrong angle, and you'll plunge straight in the drink.

With the small amount of current competition and hardcore appeal, TransWorld Surf could still carve out a lucrative niche amongst North Coast dred-heads and surfing wannabes – indeed, how many of the people who made the Tony Hawk's series a surprise hit on PSone actually skate? With Sunny Garcia Surfing sinking and Surfing H30 being a wash out, the only real dot on TransWorld's horizon is Activision's promising Kelly Slater's Pro Surfer (due out in September). And coming from the Tony Hawk's school of boarding excellence, there's a good chance it could kick a few grains of sand in TransWorld Surf's face. Game on. □

It's no surprise that the game has a super-steep learning curve

ON TARGET? TRANSWORLD SURF

Shaping up nicely, but it will have to go some distance to transcend its roots. Maybe Infogrames could micro-market it to Bondi schools?



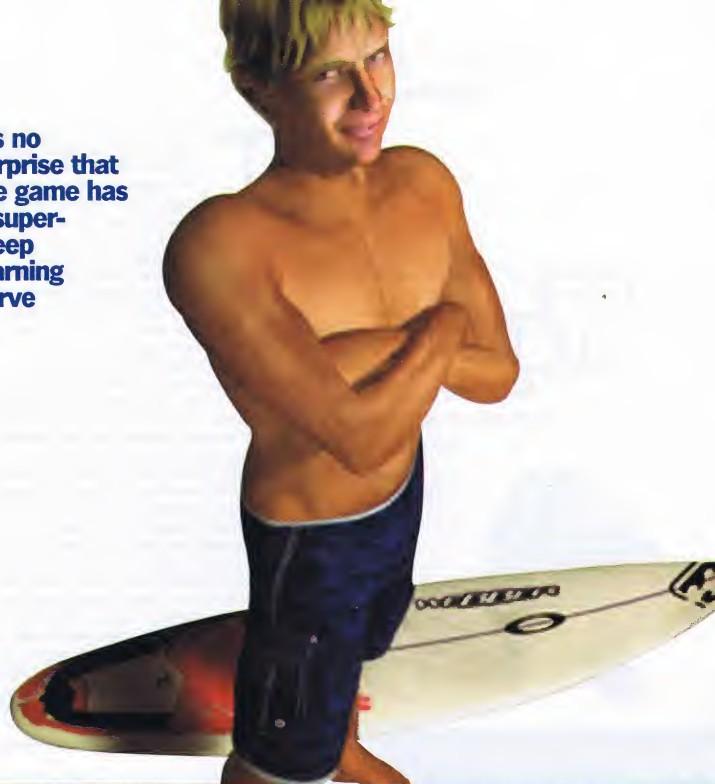
GRAPHICS
Water effects and surfers are not quite as lifelike as we'd like.



TRICKS
Climbing to a wall of water makes hand-grabs rather difficult.



LEVELS
Good mix of playing styles, like freezing dolphins from nets.



DUDE VIBRATIONS

There are 14 surfers in TransWorld Surf – and they're all real people, too. Here are five of the best.



Tim Curran
"Tim has carved out a big chunk of surf stardom by blasting his patented alley-oop on daily occasions." We're not sure that you can patent surfing tricks, but if you could, we'd understand why he'd want to.



Jason Collins
"Redboy" as he's known to his friends, is especially good at getting big air, doing wild tricks and always landing on his feet. "He should be called 'Catboy,'" suggests his profile. Thanks for that.



Rochelle Ballard
The only girl in the game, Rochelle describes herself as a "heilwoman" in the way that only East Coast Americans can. Her big thing is barrel riding, and her skills mean she can rack up points by hanging on to a tube for longer than her rivals.



Taylor Knox
The good all-rounder. A smooth surfer with lots of tricks and a great jump. "Taylor is the man," says a mean looking Mr Knox, talking in the third-person like that bloke from Seinfeld or someone.



Cory Lopez
The Joey Johns of surfing. Cory's the fastest at snapping and sliding through waves, and can pack more tricks into a jump than anyone. One of the world's best surfers in real life, too.



"Only 125 points? But look at me! I'M A GOD!"



Different boards for different water.



Flow with the current to catch the big breakers.

PREVIEW

PAC-MAN WORLD 2

WORDS: DANIEL MCCARTHY

PAC-MAN WORLD 2

Pac-Man's latest update provides an alternative to 3D platformers.

PUBLISHER SCEI
DEVELOPER NAMCO
PLAYERS 1
RELEASE JULY



ARCADE ARCHIVE

Namco has kindly seen fit to include all of Pac-Man's former arcade outings.



One of the game's strongest areas is its appeal to retro chic, but many videogaming dinosaurs who lament Pac-Man's transition to 3D need fear not; *Pac-Man World 2* features an exhaustive selection of Pac-Man's 2D arcade games: *Pac-Man* (1980); *Ms. Pac-Man* (1981); *Pac-Mania* (1988) and *Pac-Attack* (1993).

Since each game requires a certain amount of tokens to unlock, the Arcade mode provides further incentive to play through the main game. It's even possible to unlock Pac-Man soundtracks using the jukebox, or open up levels of the main game to be played as 2D puzzles.



The in-game arcade is one of the game's strongest points.

Thanks to the current trend for nostalgia TV, it's now obvious that the original *Pac-Man* was but a sophisticated metaphor for the types of consumption patterns engendered by the global spread of capitalism (*David? You alright?* – Ed). But back in 1980, when the game first appeared in arcades, *Pac-Man* was a simple but maddeningly addictive, pill-munching puzzle game. 2001's PSone sequel *Pac-Man World* updated this simple formula to appeal to gamers more comfortable with 3D textured polygons. Now, in a bid to ride the wave of retro-gaming popularity, it's getting a sequel.

The plot of *Pac-Man World 2*, which sees our eponymous hero charged with retrieving golden fruit in a bid to stave off a great evil, is wafer thin. Production values though, are extremely high with some technically impressive cut-scenes introducing the action, and a well structured learning curve that gently introduces players to the subtleties of the control system. The game is an effective distillation of the uncomplicated dynamic of the original *Pac-Man*, but is now beginning to show a more complex side. Namco aren't aiming for a blatant cash-in.

Pac-Man World 2 boasts a hub structure that will be familiar to anyone who's played almost any 3D platformer, with a series of levels branching off from Pac-Man's home village. Levels are a fairly standard blend of platforming staples, featuring deadly drops, roaming baddies and a host of collectables, such as power pellets, health wedges and tokens that can be used to unlock a comprehensive back catalogue of *Pac-Man's* arcade outings (see *Arcade Archive*). Special pellets, activated by switches, make previously unreachable areas accessible, while crates house further power-ups and bonuses.

The sense of control is precise and there's a range of

manoeuvres – such as the butt-bounce and flying kick – to take out enemies. Underwater sections are also easily navigable, either by uncomplicated swimming controls or with the assistance of a lead pellet that enables *Pac-Man* to stomp along the bottom. The camera also behaves itself remarkably well – if it does play up, it can be corrected using the right analogue stick. Lucky, that!

Now that games have got bigger, bolder and better, and now that PS2 is home to sophisticated, narrative-rich experiences such as *MGS2* and *Onimusha*, and authentic simulations like *GT3*, *Pac-Man World 2* might seem like a bit of an anachronism. But while it's probably not going to win any awards for innovation, it remains true to the arcade spirit of the original *Pac-Man* and boasts the same universal appeal. By keeping things simple, and by combining ingenious level design with a fluid control mechanism, it has the potential to provide a decent alternative for those who've exhausted the likes of *Jak and Daxter* or *Crash Bandicoot*. □

ON TARGET? PAC-MAN WORLD 2

Pac-Man World 2 is solid and satisfying rather than innovative and inspiring, but it's a competent title and a comprehensive archive.

EXTRAS The arcade games alone are worth the price of purchase.	THE LOOK Intuitive camera and crisp graphics create a sense of character.	RETRO APPEAL The unlockable extras will appeal to any nostalgia-head.



Yellow fella starts his quest in Pac-Village.



The path to glory is littered with potential pitfalls.



It's sometimes necessary to take a run-up to muster the necessary momentum.



Cut-scenes and animation boast impressive production values.

**DRINKING.
WHERE ARE YOUR
CHOICES
TAKING YOU?**

NATIONAL ALCOHOL CAMPAIGN



www.drinkingchoices.gov.au

A Commonwealth and State/Territory Initiative.
Authorised by the Commonwealth Government, Capital Hill, Canberra.





PlayStation®2



www.stuntman-game.com

"A killer title in the making." - Edge
"This game is outrageous." - PSM 2
"This will be massive." - PSW



STUNTMAN™, Atari Interactive Inc. 2001. All rights reserved. © copyright 2001 Infogrames. Created and developed by Reflections Interactive Limited, an INFOGRAPHES studio. Published and distributed by INFOGRAPHES™.
REFLECTIONS™, the REFLECTIONS logo and the STUNTMAN logo are trademarks of Reflections Interactive Limited. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.



1800 REVERSE

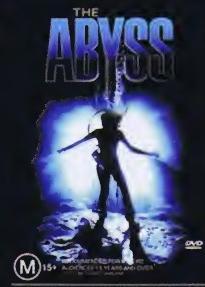
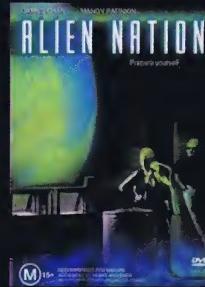
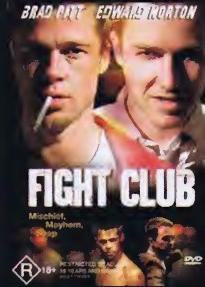
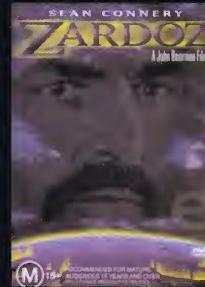
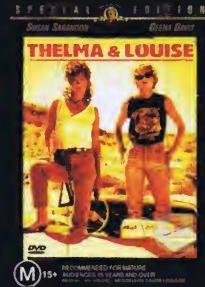
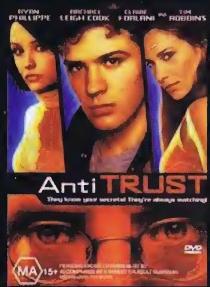
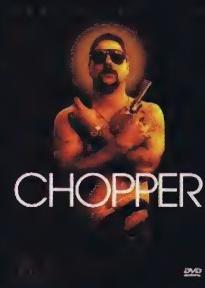
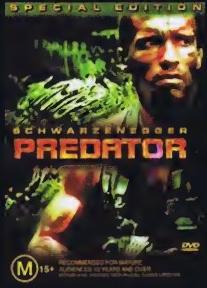
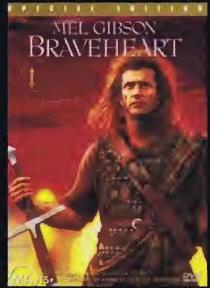


COMING SEPTEMBER

STUNTMAN™

BEYOND DRIVING

FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"



SUBSCRIBE
+ **SAVE** A MASSIVE
44% ON THE
COVER PRICE

WIN A MASSIVE FOX DVD PACK!

++ SUBSCRIBE TO OFFICIAL PLAYSTATION MAGAZINE AND ONE LUCKY WINNER WILL RECEIVE A DVD PACK CONTAINING 20 OF THE LATEST BLOCKBUSTER TITLES COURTESY OF FOX. HOW ABOUT THAT FOR AN INSTANT MOVIE LIBRARY? CHECK OUT THE FULL LIST TO YOUR LEFT - IT CONTAINS INSTANT CLASSICS LIKE *FIGHT CLUB*, *X-MEN*, *THE GREAT ESCAPE* AND *CHOPPER*.

ALSO GET FIVE FREE DVD RENTALS

++ WE'VE JOINED FORCES WITH VIDEO EZY TO OFFER NOT ONE, NOT TWO, NOT EVEN THREE BUT FIVE FREE DVD NEW RELEASE RENTALS TO EVERY NEW SUBSCRIBERS THIS MONTH! THE OFFER IS PART OF VIDEO EZY'S BUY ONE, GET ONE FREE CAMPAIGN. ARE THESE PEOPLE MORE THAN FAIR, OR WHAT?



- ++ 6 MONTHS FOR \$49.95
SAVE \$39.75 OFF COVER PRICE
- ++ 12 MONTHS FOR \$99.95
SAVE \$79.45 OFF COVER PRICE
- ++ 24 MONTHS FOR \$189.95
SAVE \$168.85 OFF COVER PRICE

++ RETURN BY POST TO:
"OFFICIAL PLAYSTATION 2 MAGAZINE"
REPLY PAID 4967
SYDNEY NSW 2001

++ OR CALL:

136 116

++ LINES ARE OPEN
8AM - 8PM MON-FRI & 8AM - 6PM SAT
(COST OF A LOCAL CALL FROM ANYWHERE IN AUSTRALIA)

++ OR SUBSCRIBE ONLINE AT:
op2.magshop.com.au

1. YOUR DETAILS

TITLE MR MRS MS MISS

Name _____

Address _____

Suburb _____

State _____ Postcode _____

Country _____

Email address _____

Tel no. [Inc. area code] _____

Tick if you do not wish to receive information about special promotions from Derwent Howard and carefully selected partners.

2. PLEASE TICK ONE BOX

AUSTRALIA

Easy payment plan. Please debit my credit card now for \$49.95 and for each 6 month period from then on.

To ensure I receive uninterrupted delivery of PlayStation 2 magazine, please renew my subscription each period upon expiration at the same fee unless otherwise agreed. I understand I'm under no obligation to continue my subscription beyond the nominated period. Unless I cancel my subscription, I understand my subscription will continue and my account nominated below will be automatically billed.

- One payment of \$49.95 for 6 months **SAVE \$39.75 OFF COVER PRICE**
- One payment of \$99.95 FOR 12 months **save \$79.45 OFF COVER PRICE**
- One payment of \$189.95 for 24 months **SAVE \$168.85 OFF COVER PRICE**

NEW ZEALAND

- One payment of \$133.95 FOR 12 months **save \$69.45 OFF COVER PRICE**

3. METHOD OF PAYMENT

Cheque please make payable to Derwent Howard Pty Ltd.
(AUD\$ drawn on an Australian bank account)

Mastercard Visa

Card No _____

_____ / _____ / _____ / _____

Expiry date /

Signature _____ Date _____

CLOSING DATE: 23.07.2002
ORDER CODE: OPS04

PlayStation®₂
OFFICIAL MAGAZINE-AUSTRALIA

UNCOVERING THE LATEST NEWS EVERY MONTH

HEADLINERS

AFL Live 2003	26
Tony Hawk's Pro Skater 4	27
Ape Escape 2	28
TimeSplitters 2	29
X-Men Wolverine's Revenge	30
RTX Red Rock	31
Primal	32

SPY

EDITED BY RICHIE YOUNG

OPS2 EXCLUSIVE

BOOTS 'N' ALL!

You asked for it. And soon, it'll be all yours! The first PS2 AFL game has almost arrived. Looks like everyone's kicked a goal...



AFL Live 2003 is destined to be one of the most anticipated new sports games of the year and OPS2 flew to the game's heartland in Melbourne to uncover what all the fuss was about.

Not only does the game mark significance for fans of the code, it is also a positive step for the local videogames development industry. As an officially licensed product (meaning that everything will be authentic - real players, uniforms, commentary), gamers can be assured that they won't be let down by a dire effort that is only likely to disappoint.

Publishers Acclaim were able to secure many local resources that are also bound to whet appetites everywhere for a 'next-generation' AFL-sim. To ensure realism, Acclaim enlisted Melbourne development studio IRGurus Interactive to code the game. Furthermore, they used Champion Data for real player statistics, Nick Daffy and Paul Williams (Go the Swans!) for motion capture, Steve Quartemain and Gary Lyon for the commentary, real audio recorded from AFL games and even got AFL coaching guru Kevin Sheedy in on the act, to help with tactics and strategy planning!

It is hoped (by both Acclaim and the AFL) that the game itself will be able to raise its profile through the success of the game. A five year deal has been struck between the two, meaning that it is very likely that subsequent versions will be released annually.

AFL Live 2003 is the first game to be made locally for Acclaim, although it is the latest in a long range of sports games released under their *Live* banner. The game is scheduled for a mid-August release, will support up to four players, feature animated crowds, full season and will have games played across the country in six stadiums based on their real-life counterparts. Excited? Kevin Sheedy sure is.

He said, "it's a great opportunity to be involved with football and getting in touch with the kids on football coaching in a different area that I am normally used to. I am looking forward to being involved with Acclaim and the AFL long term on this project and also having some fun along the way." □ RY





KEEP ON TRUCKIN'

New tricks, new levels, new game! OPS2 takes an early look at *Tony Hawk's Pro Skater 4*.

Bob shows off his new board skills - and a new hat.

ACTIVISION HAS FINALLY given OPS2 our first tantalizing glimpse of *Tony Hawk's Pro Skater 4*. After stunning gamers with its first PS2 instalment last October - which was also one of the vanguard titles to feature a network play capability - Neversoft was clearly eager to demo a level of its new genre-leading skateboarding simulation.

Nearly every aspect of *Tony Hawk's Pro Skater 3* has been dissected, amplified and reassembled with a more organic feel. Now, play begins in a kind of Freeskate mode, so you can explore your environment, discover the new ball animations or just skate around without worrying about time limits or level objectives. When you're ready to get down to business, your level goals are obtained by talking to any of the numerous NPCs (Non-Player Characters) who populate each environment (similar to the haunted house owner section in *THPS3's* Suburbia level). Only after accepting a particular challenge does a timer appear to measure your progress. And once you've completed your goal, the game seamlessly reverts back to

Freeskate mode.

This may seem a small adjustment, but it's invaluable in creating the feeling that the world of *THPS4* is alive. One challenge we witnessed had the player skating in a checkpoint race, warning your skater buddies at each location that a policeman was in hot pursuit. Others included doing half-pipe tricks for Steve Caballero as spectators called them out, collecting C-O-M-B-O letters in a single combo, and doing a grind-gap combo for a photographer. Feeding into this sensation are the levels, which are larger and more dynamic than ever. One of the areas we saw bore a college theme, which incorporated a grassy courtyard with four university buildings, a park with tennis and basketball courts, a stadium with parking garage, and a small network of streets, lined with shops and bustling with traffic. Neversoft hasn't confirmed how many levels will feature in *THPS4* but we've already seen screens of a zoo level. Many objectives will alter the physical landscape of the level, too. One challenge we saw involves rousing a sleeping

forklift driver. After you've woken him up, he places a new ramp that provides access to an additional area.

Some NPCs will even insert new geography for their particular challenge. In one section, we met Jamie Thomas, who gave us a trick challenge. In order to do this, he adds a series of new ramps to the level. Beat Thomas's score and you gain the extra elements. You're then able to toggle these new additions on and off at will.

These improvements even extend to the trick set, into which Neversoft has introduced a number of completely new ideas. One is the carplant, which enables the player to grind, ride or otherwise abuse any moving vehicles in the level. Another is the spine transfer, which basically enables a player who has been vaulted straight up into the air by one bowl to land in another bowl.

Neversoft declined to reveal whether or not THPS4 would include any online element; but it would seem likely, seeing as the last instalment had the option for network play via a USB modem. □ EB





The turn-out at the *Final Fantasy Anonymous* meeting was poor.

SIMIAN SEQUEL

Civilisation threatened by rampaging monkeys? SCEI's Ape Escape is back.

MONKEYS, EH? Everyone loves the cheekiness of man's hairy precursors, which is why we've been beating our chests so wildly over news that *Ape Escape 2* (*Sorugetchu 2* in Japan) is on its way. The game is due to arrive on Japanese shelves this July – the Aussie release is set for October – and will apparently feature a fully reworked control system. Given that the original made such innovative use of the Dual Shock's analogue sticks, we're expecting big things. Thankfully, the latest shots reveal a beautifully vibrant world, so at long last it looks like *Jak And Daxter* will have some competition in the free-roaming action/adventure stakes.

Unlike the red herring that was *Ape Escape 2001*, this will be a full sequel, packed to the rafters with new gameplay and new varieties of monkey.

Including dancing simians and – waltz for it – monkeys with laser-guns. The game stars a ten-year-old (and, needless to say, spiky-haired) boy called Hiraku, the cousin of the original game's main character, Kakeru. It seems it's up to him to prevent escaped lab monkeys from taking over the world. Clearly keen to keep ape-lovers on his side, however, our star will also be able to call on a small monkey sidekick called Pipochu.

You can also look forward to a host of new monkey-snaring gadgets, fancy special moves and mini-game fun. Not that you care about any of that, right? The only thing that matters is it's got monkeys. Lots of 'em. Time to go ape. □ TC

* You can check out exclusive *Ape Escape 2* footage on last month's demo DVD.



Check out this funky seventies theme!

The ITV Digital monkey took a strong stance in the redundant talks.



Martial arts maestro Jet Li carves them up in the sci-fi action thriller, *The One*. Exclusive DVD footage includes behind-the-scenes features on the amazing stunts, special effects, fight sequences plus much more. Miss out and you'll kick yourself!



SO MUCH MORE

SPLITTERS!

Free Radical Design's time-trotting aliens are back in *TimeSplitters 2*. New screenshots and info follow...

TIMESPLITTERS WAS SO RIDICULOUSLY FRANTIC, you had to remind yourself to blink just to stop your eyeballs running down your cheeks. Thanks to its nitrous-injected gameplay, the original game built a reputation as one of the finest multiplayer games around and was arguably PS2's best launch title. Having checked out the latest playable code, it's clear that the first game was just a warning shot.

Due for release in September, *TimeSplitters 2* places the same emphasis on multiplayer carnage. No surprise, really, given the development team at Free Radical Design includes alumni from Rare's N64 classic, *GoldenEye*. So what's new? Well, now you'll be able to play multiplayer games without split-screen by way of an L-Link cable. This will enable up to eight-player deathmatches – if you can fit eight TVs, that is. PS2s and eight people into one room, that is.

The game is set across nine,

chronologically diverse episodes, including the Wild West. Visually, it retains the same highly stylised look of the first outing but, this time around, the sparsely textured maps have been replaced by huge, lushly-drawn environments, all featuring interactive elements and cheeky cinematic references. The characters also benefit from enhanced animation routines which result in much more impressive death sequences.

The excellent Mapmaker function returns, but now you can now create single-player levels, too. The Story mode in *TimeSplitters 2* promises a much more involving adventure, with plot twists and shifting objectives adding intrigue to the usual sci-fi plots.

With buckets of new special effects, more ludicrously oversized weapons and lashings of cartoon ultra-violence, all we need now are new bionic trigger fingers. □ TC

*More on *TimeSplitters 2* soon. Hopefully.



Cyberdyne's budget model didn't impress.



The game looks incredibly crisp. And fried.



THE WATERBOYS

OPS2 goes hands-on with the latest aquatic extreme sports offerings.

SHAWN MURRAY'S PRO WAKEBOARDER

In conjunction with its new extreme sports label O2, Activision is set to develop *Shaun Murray's Pro Wakeboarder* alongside its other water-based title, *Kelly Slater's Pro Surfer*.

Wakeboarding – a mixture of all the wildest aspects of waterskiing, skateboarding and snowboarding – is a relatively new addition to the extreme sports line-up, and its current superstar, Shaun Murray, looks set to make a huge splash on PS2. The term 'wakeboarding' comes from the athletes' tendency to hit the towboat's wash at full speed, whereupon they're launched into the air to perform a series of impressive aerial stunts.

Gameplay in *Shaun Murray's Pro Wakeboarder* is akin to that of Activision's popular extreme sports title *Shaun Palmer's Pro Snowboarder*. Both games offer a linear path through the courses, with the opportunity to pull tricks en route, although *Pro Wakeboarder's* milieu should allow more versatility.

And with its smooth controls and first-class water model, *Shaun Murray's* title could well improve on Activision's rather formulaic extreme sports offerings to date. □ EB

KELLY SLATER'S PRO SURFER

Activision's upcoming O2-branded title, *Kelly Slater's Pro Surfer*, may be the first in history to accurately recreate the strangely Zen-like experience that is surfing.

Graphically, the game deftly balances aesthetics with cutting-edge technology, featuring waves that not only obey the laws of physics, but look beautiful with it – particularly on the moonlit, night-surfing levels. This allure is further enhanced by *Pro Surfer's* 'living wave' system: each wave boasts at least 14 'action points', at which it will change in one of six randomly selected ways (swelling or flattening out, for instance). Each wave is guaranteed to offer a different ride, during which you can perform tube, air and face tricks. The player can also make use of the entire wave, for an added sense of freedom and realism.

Completing the experience is a stunning soundtrack, which eschews the genre's standard alternative/punk playlist in favour of more spiritual, ethnic melodies. It's the perfect complement to the game's atmosphere and reinforces our prediction that it will out-ride all other PS2 surfing titles. □ EB

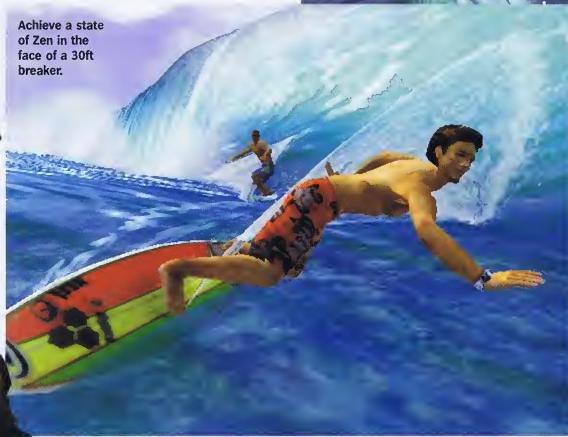
* Ask the O2 developers something! E-mail OPS2@derwenthoward.com.au and we'll get 'em answered.



Shaun takes on a kamikaze mission to destroy a houseboat.



Locations include an indoor wave pool in Japan and the icy environs of Antarctica, so make sure you pack a thick wetsuit.



Achieve a state of Zen in the face of a 30ft breaker.

NO CLAWS FOR CONCERN

X-Men: Wolverine's Revenge heads-up Activision's latest Marvel licensed beat-'em-up.

WHILE SPIDER-MAN is the cinema's current superhero of choice, when it comes down to it, most of us would rather sport the powers of Canada's premier mutant, Wolverine. Wall-crawling and web-slinging might make running errands more interesting, but unbreakable bones, huge metal claws and the strength of ten men – now those are skills worth having.

Activation obviously thinks so and is finishing off a third-person beat-'em-up titled *X-Men: Wolverine's Revenge*, based around the cult comic book hero's unusual talent for a berserker brawl. While the game is still a long way from release in the US, its basic form, which centres around fluid, close quarters combat, is already quite well-shaped. Wolverine wields a wide variety of cool moves,

including a corkscrew flip which skewers one enemy and kicks another, and special talents like the ability to track a retreating foe.

In addition to a solid combat model, *X-Men: WR* looks to boast a decent plotline, written by one-time Wolverine comic scribe Larry Hama. Wolverine discovers that he is infected with a unique virus that will kill him within 48 hours so sets out to discover a cure and make somebody pay dearly. This quest will lead to the Weapon-X lab where he was created, and to arch-enemies Juggernaut, Sabretooth and Magneto. Lawful heroes like Beast, Colossus and Professor X are also scheduled to appear. X-cellent news! □ EB

**X-Men: Wolverine's Revenge* will be out early 2003.



Wolverine gets to take on the likes of Juggernaut in, as these shots show, some natty threads. Our hands-on play of Wolverine proves it's one of the coolest Marvel releases to date.



Meet, Eugene Zero 'EZ' Wheeler, Radical Tactical Expert and boy band member.



SEEING RED

LucasArts takes you on a third-person adventure in a galaxy not very far away – it's *RTX Red Rock*.

CONTRARY TO POPULAR OPINION, there's more to LucasArts than *Star Wars*. Not that much more, perhaps, but *RTX Red Rock* is one of a trio of new titles to come from the California-based company. *RTX* stands for Radical tactic Expert, a futuristic lone-wolf operative with tech-assisted eyesight and a bionic arm that can act as a multi-purpose tool, a modular weapon, and, at a pinch, a spare blade-opener. Red Rock refers to mankind's first colony on Mars, a fragile human outpost inconveniently besieged by a hostile alien invasion force called the LED.s. Put the two together and

you get a Swiss Army Knife cyborg vs an ET army, with fierce tactical combat and challenging puzzles.

Taking on the role of *RTX*-er Eugene Zeng 'EZ' Wheeler, you'll use your wits, skills and mechanised forearm to combat the LED. threat. Wheeler's synthetic eye, meanwhile, has been designed to detect hidden enemies, traps and power-ups. To help with the game's more cerebral aspects, the hero also has access to an Independent Removable Information System or IRS. This portable computer (with female personality circuit) can be

plugged into a wide array of electronic equipment, giving you the ability to hack into computers, control robots and drive abandoned Martian rovers.

Featuring high-resolution 3D environments, the single-player game takes you right across the surface of Mars on a mission to rescue a band of surviving colonists. In addition, *RTX Red Rock* will support a two-player split-screen mode for one-on-one battles, capture-the-flag play and vehicle racing. Rock on! □ DE
* *RTX Red Rock* is expected to stick a blaster in our faces this Spring.

Wolverine has some serious thinking to do.



PLAYSTATION.COM ROCKS ON

The latest on-line happenings with the au.playstation.com team.

THE LATEST exercise from the PlayStation.com team is a new 'broadband' area that they have created on *Telstra.com*, dedicated to nothing but streaming high quality video clips of the latest PS2 games! In fact, this month you can even check out a video interview with none other than the Editor of this very magazine (yeh, thanks... - Ed). Be sure to have a broadband internet connection though, or else the videos may run a little sluggish! Also on the web site will be an absolutely massive *Tekken 4* blowout, featuring clips, wallpapers, and movie lists! You won't want to play the game without seeing this first. Get over and check out the site now! NK



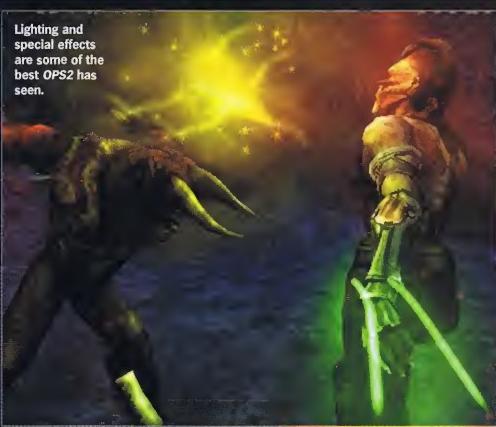


Sour Chews. Careful, they bite.

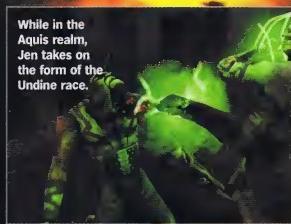


Get a hole lot more out of life.*

Lighting and special effects are some of the best OPS2 has seen.



While in the Aquis realm, Jen takes on the form of the Undine race.



PRIMAL INSTINCTS

Prepare to be transfixed by Studio Cambridge's stunning adventure *Primal*.

OPS2 HAS ENJOYED extensive hands-on play with Studio Cambridge's *Primal* and can confirm it as one of the most promising PS2 titles seen to date. First revealed in Spy, the game introduces feisty heroine Jen and her stumpy accomplice Scree in a fantasy adventure game brimming with new technology, stunning graphics and an involving story line.

Primal introduces a huge environment known as the Demon Realms of Oblivion. This is split into four areas, each with its own race of inhabitants, history, climate and terrain. Jen enters the Demon Realms in order to find her friend Lewis who has been dragged into the depths of Oblivion due to his having demon blood. As she enters the realms, Jen meets Scree, a living stone gargoyle who becomes her aide. Scree can climb walls and turn himself into a block of stone and players can switch and take control of either character at any point during the game.

When Jen is forced into combat with hostile creatures, she is able to power herself up with energy which Scree stores inside him. This is collected from power pods left around levels and from the bodies of defeated characters. These battle sequences have been heavily inspired by beat-'em-ups like *Soul Calibur* and *Tekken* and the fighting style is suitably flamboyant and extravagant. In a combat-based section we played, we found the fighting satisfying, with

tightly animated combination attacks and gory, wicked finishing moves.

Primal's biggest technological achievement is its use of dynamic loading, a technique which means levels flow seamlessly together with no loading times. While playing through the first level of the *Primal* demo, this was demonstrated as we approached a building which formed the entrance to a new section. Jen was able to just open the door and walk straight in with no pause for loading time (eradicating a problem still common in adventure games). In another scene, Jen walks into a lake and begins swimming. As she hits the water, a whole new game environment instantaneously opens up right beneath her.

When in a different Demon realm, Jen's body and features morph into that of the local race. This change will also affect the way she fights. For example, when she enters the underwater Aquis realm, Jen is able to breathe underwater and develops long tentacle-like arms which are good for long-range attacks.

Studio Cambridge is producing an original PS2 title that so far looks and plays as good as it sounds. From what we played, the development team seems to be cutting no corners in terms of visuals, sound, animation and overall ambition. It is possible that *Primal* could set new standards for game development; a good thing for PS2 owners everywhere. □ GW



In fights, our heroine is able to perform some brutal finishing moves.





PSOne Top 10

RANK	TITLE	CATEGORY	PUBLISHER
01	FIFA 2002 WORLD CUP	SPORTS	EA
02	HARRY POTTER	ADVENTURE	EA
03	TONY HAWKS PRO SKATER 3	SPORTS	ACTIVISION
04	FINAL FANTASY ANTHOLOGY	RPG	SONY
05	FIFA 2002	SPORTS	EA
06	MONSTERS INC	ADVENTURE	SONY
07	WHO WANTS TO BE A MILLIONAIRE?	SPORTS	EIDOS
08	PETER PAN	ADVENTURE	SONY
09	FINAL FANTASY IX	RPG	SONY
10	TONY HAWKS PRO SKATER 2	SPORTS	ACTIVISION

PS2 Top 10

RANK	TITLE	CATEGORY	PUBLISHER
01	MEDAL OF HONOR:FRONTLINE	FPS	EA
02	SPIDER-MAN:THE MOVIE	ACTION	ACTIVISION
03	FINAL FANTASY X	RPG	SONY
04	VAMPIRE NIGHT	SHOOTER	NAMCO
05	GTA 3	ADVENTURE	TAKE 2
06	FIFA 2002 WORLD CUP	SPORTS	EA
07	METAL GEAR SOLID 2	ACTION	KONAMI
08	CRASH BANDICOOT 5	PLATFORM	UNIVERSAL
09	FI 2002	RACING	EA
10	TIGER WOODS 2002	SPORTS	EA

PSOne RELEASE SCHEDULE

SEPTEMBER

TITLE	CATEGORY	PUBLISHER
Celebrity Deathmatch	Action	Take 2

OCTOBER

TITLE	CATEGORY	PUBLISHER
NBA Live 2003	Sports	EA
FIFA 2003	Sports	EA
Harry Potter: Chamber of Secrets	Adventure	EA
Dancing Stage KonamiX	Dancing	Konami
Spec Ops:Airborne Commander	Flight	Take 2
Bear in the Big Blue House	Adventure	Ubi Soft

PS2 RELEASE SCHEDULE

SEPTEMBER

TITLE	CATEGORY	PUBLISHER
Iron Storm	Action	Take 2
The Curse	Adventure	Take 2
Project Zero	Action	Take 2
Transworld Surfing	Extreme	Ozisoft
Kelly Slater's Pro Surfer	Extreme	Activision
Race of Champions	Racing	Activision
X-Men Next Dimension	Action	Activision
Street Hoops	Sports	Activision
NHL 2003	Sports	EA
SHOX	Sports	EA
Rally 2002	Racing	EA
Gladiator Wrestling	Sports	EA
Need for Speed: Hot Pursuit 2	Racing	EA
Madden 2003	Sports	EA
Simpson's Skateboarding	Extreme	FOX

PS2 RELEASE SCHEDULE

Stuntman	Driving	Atari
H2Overdrive	Racing	Ubi Soft
Myst III	Action	Ubi Soft
UFC Throwdown	Fighting	Ubi Soft
Donald Duck: Who is PK?	Platformer	Ubi Soft
Largo Winch	Action	Ubi Soft
Sum of All Fears	Action	Ubi Soft
Tom and Jerry: War of the Whiskers	Action	Namco
Tekken 4	Fighting	Namco
Taz Wanted	Platform	Infogrames
Battle Engine Aquila	Strategy	Infogrames
TimeSplitters 2	FPS	Eidos
Hitman 2	Action	Eidos
Colin McRae Rally 3	Rally-sim	Codemasters

OCTOBER

Terminator	Action	Infogrames
Sega Soccer Slam	Sport	Sega
Conflict Desert Storm	Shooter	Sci
FIFA 2003	Sports	EA
NBA Live 2003	Sports	EA
GTA: Vice City	Adventure	Take 2
The Lost	Adventure	Ubi Soft
Tom Clancy's Ghost Recon	Shooter	Ubi Soft

NOVEMBER

The Getaway	Action	Ozisoft
Delta Force: Land Warrior	Action	Novologic
Bond 007 Nightfire	FPS	EA
Ty the Tasmanian Tiger	Platform	EA
Harry Potter: Chamber of Secrets	Action	EA
Lord of the Rings: The Two Towers	Adventure	EA
Star Wars: Bounty Hunter	Action	LucasArts
Aliens: Colonial Marines	Action	FOX
Dragon Ball Z Fighters	Action	Infogrames
Superman: Shadow of Apokolips	Adventure	Infogrames
Tomb Raider: Angel of Darkness	Adventure	Eidos
The Thing	Action	Universal
Scorpion King	Action	Universal
Spyro the Dragon	Platform	Universal
Jurassic Park Evolution	Action	Universal
Total Immersion Racing	Racing	Empire
Ghost Master	Action	Empire
Egg Mania	Action	Kemco
Riding Spirits	Action	BAM
Turok Evolution	Shooter	Acclaim
Aggressive Inline	Sports	Acclaim
All Star Baseball 2003	Sports	Acclaim
Rayman: Hoodlum Havoc	Platform	Ubi Soft
ET: Return to the Green Planet	Adventure	Ubi Soft

QUARTER 04

Spyro: Enter the Dragonfly	Platform	Vivendi Universal
Alex Ferguson's Player Manager	Management	Ubi Soft
Ratchet & Clank	Platformer	Sony
Sly Raccoon	Platformer	Sony
Ape Escape 2	Platformer	Sony
The Getaway	Action	Sony
Primal	Adventure	Sony
Final Fantasy XI	RPG	Sony
F355 Challenge	Racing	Sega
Dead to Rights	Action	Namco
Ninja Assault	Action	Namco
Soul Calibur 2	Beat 'em up	Namco
Gladiator Wrestling	Fighting	EA
Midnight Club 2	Racing	Take 2
Celebrity Deathmatch	Action	Take 2

WORDS: GEORGE WALTER/PHOTOGRAPHY: NICK MOYLE

TARRNIE WILLIAMS

This is the man responsible for bringing WWII to life on PS2. We spoke to the Senior Producer at EA Los Angeles about his courageous ambitions for *Medal of Honor: Frontline*.

Curriculum Vitae

Name: Tarrnie Williams
Job title: Senior Producer
Date of birth: 22/07/69
Place of birth: Vancouver, Canada
Gameography:
1989: Distinctive Software
Mission Impossible
1992 - 2000: Electronic Arts Games
Where In Time Is Carmen Sandiego? Need For Speed, NBA Live '95, NBA Live '97, NBA Live '98, Street Sk8er 2, V-Rally 2, Kessen
2001 - now: Electronic Arts Los Angeles
Medal of Honor: Frontline
Hobbies: Movies, mountain biking, Internet surfing, reading, whiskey
Favourite film Directors: David Cronenberg, David Lynch, James Cameron, Luc Besson, Ridley Scott
Favourite authors: Neal Stephenson, David Brin, Jack Chalker, Roger Zelazny, Robert Heinlein, Orson Scott Card, JRR Tolkien
Favourite music: K&B, Mozart, Bartok, Nine Inch Nails, PWEI, Holly Cole, KMFDM, Rise Robots Rise, William Orbit, Paul Oakenfold

Favourite people to thank: The MOH Team and their very understanding and patient families.



As one of the top creative minds behind *MOH: Frontline*, Tarrnie Williams was charged with creating a WWII scenario that has had as much impact on the gaming world as *Saving Private Ryan* had on the film world. And with that film's Director, Steven Spielberg on board, his task was a little easier. The finished product proves that a realistic WWII game is possible. It's an experience that soldiers who actually fought in the battle believe to be thrilling in both its intensity and loyalty to the cause. OPS2 met Williams two months before the release of *MOH: Frontline* to find out how he felt the game's development had gone.

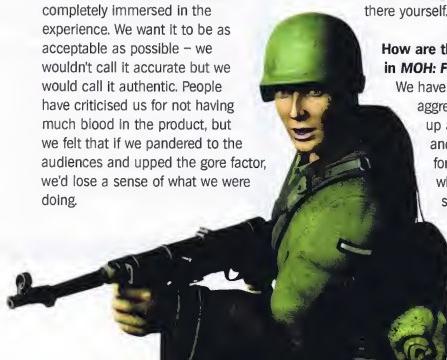
How did you originally get involved with the *Medal of Honor* games?

I've been involved for about a year. I came in part way through the production of *MOH: Frontline*. Prior to that I was on *NBA Live*, *Need For Speed* and *Kessen*. The Executive Producer Rick Giolito knew they were a bit behind and called me in to see what I could do.

The *MOH* series has developed a passionate following. Why do you think it's struck such a chord with the public? World War II is a central part of history that most people have grown up with in one way or another. It's very easy for people to get into, as they can picture their grandfathers or other relatives they know who've fought in these kind of wars. It's more emotionally involving because it's real, because we're representing events that actually did happen, in battles that did occur.

The first mission is really quite harrowing. Do you feel you have a responsibility to teach people about WWII as well as entertain them?

Definitely. One of the main themes we're pushing is that the game is a World War II product. We have a quality level that we need to achieve in order to get people completely immersed in the experience. We want it to be as acceptable as possible – we wouldn't call it accurate but we would call it authentic. People have criticised us for not having much blood in the product, but we felt that if we pandered to the audiences and upped the gore factor, we'd lose a sense of what we were doing.



MOH has every intention to battle on a lot further.

Have you had any feedback from genuine veterans?

Some said that the feelings the scenes evoke are pretty intense. Scott Langtree [Producer] received a number of letters from veterans, talking about their experiences. The team is excited about being able to bring those experiences forward to a new generation, doing it in a different way. Movies can tell a story but the viewer is always the third party – with games you actually get to be the protagonist and thus become more involved.

Steven Spielberg has had an influence in the previous *MOH* games. Did he have any involvement in *Frontline*?

He had some input at the beginning – less so than in the previous two games. But he's always around and often drops by, gets a build of the game to give feedback and then gets

"It's emotionally involving because it's real. We're representing events and battles that actually happened"

his son Max in to give thoughts.

We recognise *Temple of Doom's* runaway minicart...

It's nice, but that's not actually his influence!

Did members of the development team visit any locations in preparation?

Our Art Director Dmitri Ellington and his team travelled through Europe and took photographic records. They were looking for textures and getting a sense of what the atmosphere was like. You can only get the feeling and smell of the place and the taste of the air – all of those things that are hard to put into a videogame – if you've actually been there yourself.

How are the enemy troops smarter in *MOH: Frontline*?

We have enemies with different aggression levels. You can come up against a group of Germans and some of them will rush forward to grab cover positions, while others will blend into the side and head back to the

rear. The soldiers ambush, guard machine gun nests and work together as a team. If you shoot the gunner another soldier will take over. Sometimes, when you've got the two forces facing off, you can just sit and watch them lob their grenades. The other side will then pick them up and throw them back.

What's your favourite level or mission?

I would say my favourite level is *Destroyed Arnhem* – you fight alongside British troops to destroy the centre of Arnhem. The music for that level is a very sad piece and you get a sense of just how devastating war can be. You can see all the buildings that used to be the town centre, and the walls of the people's homes are caved in. It's very poignant and intense.

Frontline introduced us to Private Barnes. Is he being groomed for greater things in more *MOH* games?

I can't really say in terms of detail. One of the things we definitely want to do with the series is continue to add more characters to interact with and we are currently talking about adding more emotional involvement and content. Something we really strive for is to have a story where the player becomes as emotionally involved as possible. As we move forward, the products that we'll be working on will hopefully create even more of a feeling of being immersed. *World War II* is really about ground level combat – you go out there and converse with the people you're fighting with. We will continue to introduce new characters and have them weave in and out of the story line.

How many more *Medal of Honor* games do you envisage?

There's an awful lot of material to work from in *World War II*. I don't know if there's even a limit on what we could do there. I'm focusing on it in different ways. I'm looking at it from the whole of *World War II* where there are many different theatres of operation, an awful lot of different battles.

Are there any online considerations for future games?

No, officially. It is something that we would be interested in though. I know as a gamer I'd love to be able to play online and when I look at it that way, I think it would be cool to incorporate an online team-based element.

Are you working on any other *Medal of Honor* games at the moment?

Well, I can't really go into any great detail about that right now. But it would be safe to say that we are... □

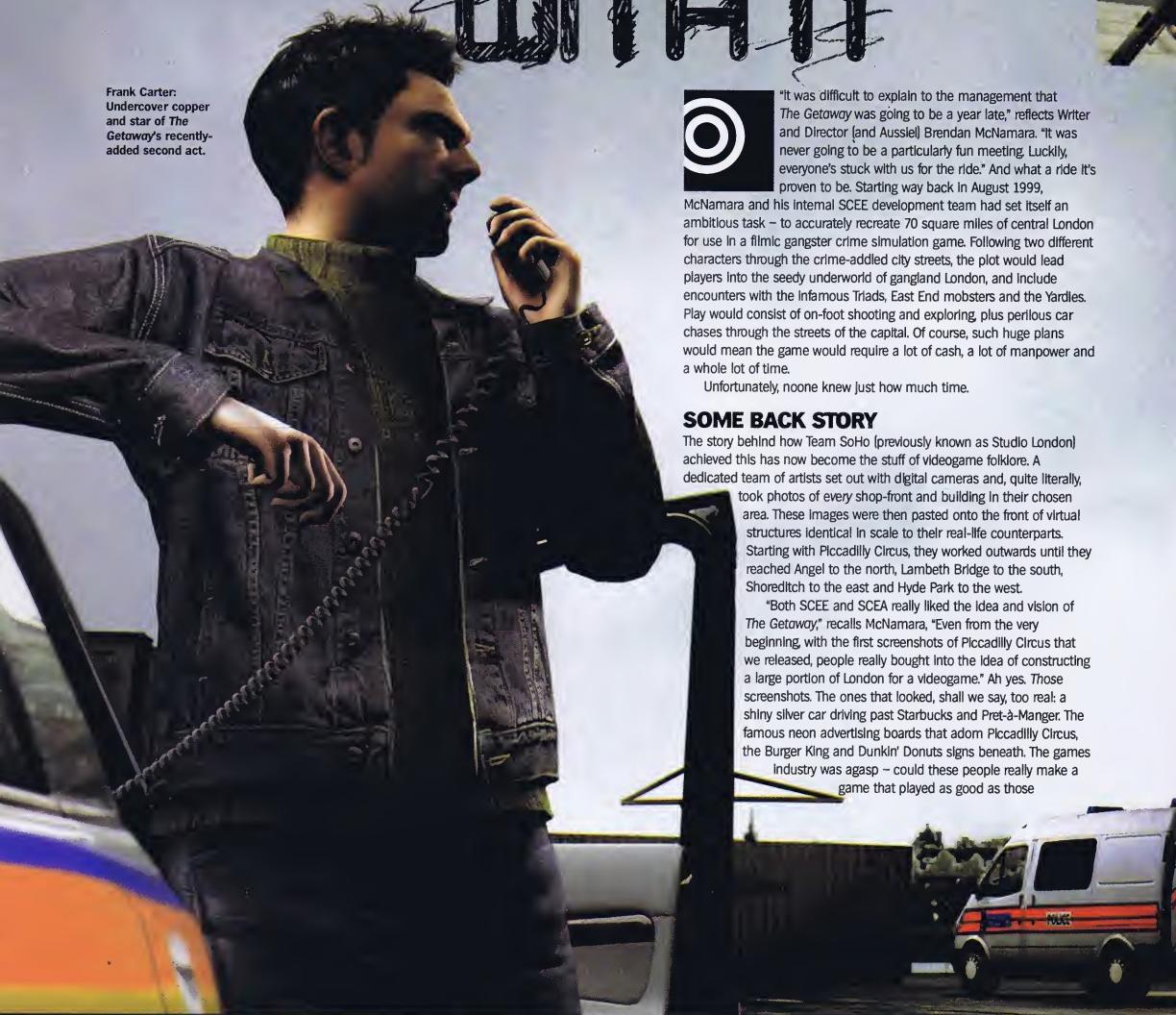


Tarmie Williams
swaps the war torn
battlefields of WWII
for this tranquil little
alley way!

TEXT: GEORGE WALTER/PHOTOGRAPHY: GAVIN ROBERTS

GETTING AWAY WITH IT

Frank Carter:
Undercover copper
and star of *The
Getaway's* recently-
added second act.



Photographing 70 square miles of London for gangster sim *The Getaway* was just the first challenge for Team SoHo. The second was to actually make a game out of it. And the third was to make people believe it was real...



"It was difficult to explain to the management that *The Getaway* was going to be a year late," reflects Writer and Director [and Aussie] Brendan McNamara. "It was never going to be a particularly fun meeting. Luckily, everyone's stuck with us for the ride." And what a ride it's proven to be. Starting way back in August 1999,

McNamara and his internal SCEE development team had set itself an ambitious task – to accurately recreate 70 square miles of central London for use in a filmic gangster crime simulation game. Following two different characters through the crime-addled city streets, the plot would lead players into the seedy underworld of gangland London, and include encounters with the infamous Triads, East End mobsters and the Yardies. Play would consist of on-foot shooting and exploring, plus perilous car chases through the streets of the capital. Of course, such huge plans would mean the game would require a lot of cash, a lot of manpower and a whole lot of time.

Unfortunately, no one knew just how much time.

SOME BACK STORY

The story behind how Team SoHo (previously known as Studio London) achieved this has now become the stuff of videogame folklore. A dedicated team of artists set out with digital cameras and, quite literally, took photos of every shop-front and building in their chosen area. These images were then pasted onto the front of virtual structures identical in scale to their real-life counterparts.

Starting with Piccadilly Circus, they worked outwards until they reached Angel to the north, Lambeth Bridge to the south, Shoreditch to the east and Hyde Park to the west.

"Both SCEE and SCEA really liked the idea and vision of *The Getaway*," recalls McNamara. "Even from the very beginning, with the first screenshots of Piccadilly Circus that we released, people really bought into the idea of constructing a large portion of London for a videogame." Ah yes. Those screenshots. The ones that looked, shall we say, too real: a shiny silver car driving past Starbucks and Pret-a-Manger. The famous neon advertising boards that adorn Piccadilly Circus, the Burger King and Dunkin' Donuts signs beneath the games

industry was agasp – could these people really make a game that played as good as those

THE GETAWAY: A TIMELINE

The Getaway will finally hit the shelves this winter – so what's been happening?



October 1996

Early PSOne titles Porsche Challenge and Rapid Racer are developed and released by SCEE. The internal development team behind these games will then go on to become Team SoHo.



April 1999

Work begins on a Driver-Inspired PSOne version of *The Getaway* with a team of just nine people.

The decision is made to move *The Getaway* from PSOne to PlayStation 2. The development starts from scratch.



August 1999

Team SoHo make the decision to set the game in photo-realistic streets and buildings, while research and development begins into the facial animation technology that will be known as Talking Heads.

THE GETAWAY



As in GTA3, if you start on the cops you're a marked man.

In on-foot sections Mark can now take people hostage.

One of the first areas Team SoHo mapped for The Getaway.

"To achieve the right level of personality and atmosphere in the game, we involved people from the film and TV industry"

screenshots looked? And were they screenshots or mock-ups?

That was over two years ago. Since then, PlayStation 2 has seen the graphical finesse of *Gran Turismo 3: A-spec*, *Metal Gear Solid 2* and, more importantly, crime-based adventure *Grand Theft Auto 3*. Games that had promised so much but crucially delivered so much more. The PlayStation 2 was now officially hot. Developers were walking it like they talked it and the stage was finally built for a great game that combined the realism of *Gran Turismo 3* and the gameplay of *GTA3*. Unfortunately, instead of doing just that, *The Getaway* suddenly made a swift handbrake turn and went into hiding. Not to a grimy caravan on an allotment in Essex, but to the fourth floor of SCE's development studio complex in the heart of Soho. With a lack of development updates, the rumours soon started. *The Getaway* was cancelled. Those screenshots had been pre-rendered. Sony had pumped millions into a lost cause.

So had *The Getaway* really gone AWOL? What happened to it? Well, quite a lot actually.

TIME FOR A REVAMP

Creating a game as vast as this needed time. Much more time. More than McNamara and his team had ever envisaged. Originally *The Getaway* had been planned as a mission-based racer for the PSone, partly inspired by *Reflections'* mission-based car game *Driver*. Its focus was on driving with no on-foot element. At this time, the London level covered only 15 per cent of the area now rendered in the PS2 version. When *Driver 2* came out in 2000 with the added option of getting out of the car and walking, as well as driving, the team decided to shift attention to a more powerful platform. As a result, *The Getaway* was rebuilt from scratch for PS2. It didn't use an existing game engine; it wasn't a port and all the technology used was specially developed by the coders. It's as pure a PS2 videogame as you could expect to find.

"When we got hold of the PS2, we decided we wanted to create some really extensive environments," explains McNamara. "It's difficult do that with only 4MB of video RAM, which meant we had to find a way of streaming all those millions of textures in order to create realistic environments." Once this had been achieved, it became clear that with such an impressive game world, everything that inhabited it had to be equally realistic. After all, creating your location is only the first stage.

"When we put our characters into the game they looked lifeless," remembers McNamara. "Then we made the decision to scan real people's faces, bodies, expressions and movements in. They looked brilliant then, but still lacked life and personality." Something more was required.

It was at this stage that *The Getaway* took a new direction. One that added the extra 12 months of development time McNamara talks of. "To achieve the right level of personality and atmosphere, we involved people from the film and TV industry," says McNamara. Simon Wood, a Production Designer, scouted for interior locations, while Katie Ellwood as Script Writer assisted McNamara in the writing of a 70-page script. A cast of actors was also recruited to play the various characters in the game, a move that provided film production values. "A lot of people in the team have film sensibility and film aspirations, but they still love videogames," McNamara explains. "I guess we asked the question, 'Can something be more than a movie and more than a videogame – I don't know what you'd call that, but that's what we were trying to do.'"

It's well-documented that Team SoHo looked to such films as *The Long Good Friday* for inspiration. However, McNamara is keen to point out that they always wanted to create a 'serious' game, as opposed to the more comic stylings of Guy Ritchie's *Lock, Stock and Two Smoking Barrels*. "The Getaway has been deliberately designed as an 18-certificate game," states McNamara. "Not just so we could be gratuitous, but because it meant we could tackle issues usually only reserved for films." This means the game is graphically violent, and, to paraphrase Simon Bates,



The newly-expanded third-person on-foot element is replete with clever ducks, dodges and sneaks.



Anne Edwards (Nasmin) and Don Kembry (Mark Hammond) are cast as voice actors.



The first screenshots of the game are released, showing a photo-realistic car driving around an accurately realised London street. Jaws drop. Cynicism begins.

Main story undergoes a rewrite and level-development takes place.



A 70-page screenplay is penned by Brendan McNamara and Katie Ellwood. More characters are cast.

A new motion-capture experiment puts multiple actors in one scene. The system uses magnetic fields, rather than the more traditional light sensors, to make the process more flexible.

March 2000

April 2000

May 2000

July 2000

August 2000

THE GETAWAY

Interior levels are as intricately designed as exteriors.

This sleazy gambling den is part of a brothel. The team is still deciding whether to include 'adult' content here...



Mark's nemesis:
Mr Charlie Jolson.



Where it all began: the revered map The Getaway team used to plan the game.



March 2001



A more well-known image of The Getaway.

Contains sexual swear words.' Yes, those swear words. "We've tried to appeal to an older audience. Not just over-18s, but those outside the normal type of gamers. We'll be showing trailers at cinemas and I'm hoping people will see it and say, 'Wow, I'm going to buy that.'

"But how does it feel to play? you ask. Does it really matter that the game is advertised in the cinema, that the cut-scenes were acted out by real actors and if you drive over Waterloo Bridge you can see the London Eye exactly where it should be? Is The Getaway a case of style over substance? More importantly, are you still wondering whether the screenshots on this page are real?

CRUISING THE CITY STREETS

Happily, OPS2 can confirm that those images are the real deal. Sitting with Chun Wah Kong, The Getaway's Lead Designer, we watch as he loads up the game. The opening cut-scene begins. Two gangsters are sat in a car, bantering about their latest criminal assignment. The pair's job is to kidnap the child of Mark Hammond, an ex-gangster trying to go straight. The action then cuts to Mark's wife Susie Hammond and their son as the two gangsters accost them, claiming to be detectives. Realising their scam, Susie tries to grab her son and a shot rings out. Susie is wounded and the gangsters flee with the boy. Mark appears on the scene just in time to witness his son being driven off and his wife lying bleeding on the floor.



Christmas 2000

OPS2 reports for the first time on The Getaway. Javier Carrion, a Programmer on the game, is featured talking about the high level of detail being used for the cars and their physics. Again, our supplied screenshots look highly impressive. Again, are they real?

Sam Coates, Lead Artist, reveals the processes behind Team SoHo's diligent mapping of 20 square miles of central London in a presentation called London Wasn't Built In A Day Content Acquisition For Levels In The Getaway. Emphasis is now placed on the fact that 40 per cent of the gameplay will take place out of the car. Coates notes that pressure is high for his team to create a 'flagship PS2 title.'

Brendan McNamara and his team are given a further year to complete The Getaway.

October 2001



In... and promptly get shot. "Gamers will have to think about this game differently to what they're used to," laughs Wah Kong. "You can't just walk in, guns blazing. You need to think how you'd do it for real." Trying again, we use a combination of controls to tentatively check round the corner, before jumping out and blowing away the first of the gangsters. It soon becomes apparent such stealthier tactics are essential to stay alive.

We take another hit and Mark begins to stagger. Part of his suit turns red as blood oozes from a wound. Aiming now gets tougher as the injury saps Mark's strength. "We don't use health bars," says Wah Kong. "It helps people forget they're in a game." The interior of the warehouse looks and feels authentic, with 'real' products stacked on pallets. Famous beer labels nestle alongside well-known cigarette logos. It's indicative of the detail Team SoHo has gone to and, incredibly, Wah Kong hopes to make this background furniture destructible for the finished game.

After dispatching all the gangsters, you reach the office of East End gang boss Charlie Jolson. As a cut-scene plays out, we learn that Jolson is using Mark's son as a hostage in order to blackmail Mark into doing a series of jobs. In the finished game, these will total 12 missions. A further 12 will follow, playing from the perspective of policeman Frank Carter. The first of these is potentially suicidal: do a hit against some of Mark's former gang members in a restaurant in Chinatown. For once, cut-scenes are well-scripted, and never sound forced. The facial expressions add to the effect, as does the tight lip-synching courtesy of the Talking Heads technology designed by the game's Lead Animator, Gavin Moore.

Starting the game's first mission, and now a little more au fait with the controls, we take the opportunity to do some sightseeing – driving up the wrong side of Regent Street and donutting into Oxford Street, before

taking the pavement route into the heart of Soho. "We're including a Tourist mode in the finished game," reveals Wah Kong. "You'll be able to take pictures of the landmarks." The team has also added a special Taxi Driver mode. Pick up tourists, and in an inspired twist, take the unknowing passengers on the longest route between two destinations.

PASSION AND COMMITMENT

Three years in development, a year overdue and little or no information filtering out about the game's progress has left much of the gaming press sceptical about *The Getaway*. But McNamara remains positive. "There aren't any games on Xbox that look as good or feel as big as *The Getaway* on PS2. There aren't any other games that have a story that actually means anything. That's probably why the game's taken so long."

And from a technical perspective, the opportunities for expanding *The Getaway* are numerous. "We have this huge digital asset," McNamara points out. "We've spent two years building technology and another year working on the gameplay," he says. "We're now making another game using the same tools we developed. The *Getaway* with, it's actually more of a prequel than a sequel."

McNamara's passion for the game is self-evident. "I'm very proud of the team for talking and working for three years," he concedes. "They could have bottled it many times or the management could have said, 'Enough's enough.' Now the game's finally close to coming out and I think it lives up to something like 80 percent of our original vision." McNamara pauses. "Mind you, I don't think

Mark Hammond:
He just couldn't
go straight...



April 2001



January 2002

President of SCEA, Chris Deering, tells OPS2, "The Getaway could have been on the market now, but so many ideas have come along that will make it even better. It'll definitely be out way before next year."



April 2002

OPS2 visits the renamed Team Soho and actually plays *The Getaway*. The public will get to play it this winter.

A detailed concept artwork of the character Dante from the video game Devil May Cry 2. He is shown from the waist up, wearing his signature red leather coat, black pants, and white hair. He holds a large, ornate sword hilted with a skull in his right hand and a shotgun in his left. The background features a dark, industrial-looking city skyline at night or dusk, with tall buildings and a bridge visible.

TEXT: MIKE GOLDSMITH & AMOS WONG/PHOTOS: AMOS WONG

HEX AND THE CITY

Dust off your giant sword! Break out the shotguns! Bullet-juggle marionettes to a rawk soundtrack! Yes, *Devil May Cry* is back with new weapons, new characters and a new city to explore. OPS2 talked to *Devil May Cry 2* Producer Tsuyoshi Tanaka about the return of Dante and his all-new 'bad-ass attitude'.

Concept artwork showing the city Dante will call home in *Devil May Cry 2*.



Resident overlord
of Devil May Cry,
Shintaro Ikeda.

DEVIL MAY CRY: AN INTRODUCTION

The original Devil May Cry was massive but with an ever-growing number of new PS2 owners... that means not everyone knows what we're on about. Quick! Someone write a frequent guide on the basics of the game! And so we did.

Announced by Capcom developer/publisher of Mega Man, Street Fighter and most importantly, Resident Evil back in November 2000, Devil May Cry was the first PlayStation 2 game from legendary (and extremely cool) Japanese game creator Shinji Mikami.

The game originally started life as Resident Evil 4 (see Resident Evil), but ended up as something completely different – a gothic horror adventure that married the tension of the Resident Evil series with a more Hollywood, From Dusk Till Dawn-style action.

The game revolved around hero Dante, a private investigator of the supernatural who is forced to save the world from the evil Mundus. The last person to take on Mundus was the legendary Sparda – Dante's father and the reason why our hero is special. See, Dante's mom might be human but his old man was all demon. That's why Dante has demonic powers, supernatural strength and speed, plus the ability to attract trouble like an English football supporter.

And off Dante went, accompanied by the mysterious Trish and some amazing weapons and moves, into a stylish, good-looking, tongue-in-cheek actionfest of a videogame that involved arcane conspiracies, gothic architecture (the design of Mundus' castle was inspired by bonkers Spanish architect, Gaudi, revenge (Dante's folks met their deaths at Mundus' hand) and some surprisingly varied gameplay. At one point, the game heads off into an underwater first-person harpoon shooter level, plus there's a mad bi-plane bit.

Yes, DMC was a little bit short, the dialogue was a touch on the corny side and the camera angles often took a turn for the annoying but it was a genuine PS2 blockbuster and is still one of the best-looking games out there. As we previously said in our review at the time, "survival horror has a new daddy." And to think they originally wanted to call it Devil May Care.

The castle that Dante called home in the original game.

Just one example
of the new uglies
Dante has to take
out in DMC2.



Having seen off the forces of darkness in the original Devil May Cry, the most bad-ass action videogame hero ever is about to embark on an even more epic adventure. Half-demon, half-human private investigator Dante is back – and thanks to ten months of intense development from a brand new team he'll be back with bigger guns, cooler looks, a whole host of new moves and the small matter of a new partner with whom to merrily raise hell once again.

As the sequel to one of PlayStation 2's best games to date, Devil May Cry 2 has the enviable task of pushing the system to its limits once again. OPS2 tracked down game Producer Tsuyoshi Tanaka to Capcom's Osaka offices for the low-down on one of the PS2's most anticipated sequels. The stage is set for Devil May Cry 2. Verily, it is time to rock.

IN THE BEGINNING

Our adventure begins back in the summer of 2001, when Capcom first started development on Devil May Cry 2. Intriguingly, original creator Mikami has bequeathed development of the sequel to Tanaka and an all-new team. "No team member worked on the original," confirms Tanaka. He assures us, however, that the game is in more than competent hands – this is no rehash of the first (or a superficial polish of DMC's engine) but the new team is in constant touch with the first DMC crew. "We are communicating daily with the original team to share the world settings and their development process," asserts Tanaka.

According to the Producer, the original DMC team was just finishing its work when DMC2 was started. Sadly, if understandably, Capcom is keeping quiet on what project the original DMC team is beavering away on right now. However, Tanaka can reveal that DMC2 is set to be

released this winter, although he can't confirm whether that's worldwide or just Japan.

THE CITY OF THE DAMNED

So what's the game about? Much of Dante's new quest is still shrouded in mystery, but from the details Tanaka does reveal, it's more than enough to get us excited about the possibilities. "The game's story line has been built from scratch, of course. This time, a whole city is your playground. You will have a much broader area to explore." So far, the game area is divided into two zones: the lower city and the upper city.

He'll be back with bigger guns, cooler looks, a host of new moves and the small matter of a new partner

According to Tanaka, the former "looks like an old European town" with the upper city featuring massive skyscrapers and ruins. Tanaka's team is aiming for much more variety in the stage design overall as opposed to the somewhat enclosed environments of the first game. So don't expect empty streets and alleyways; this town is going to be alive.

According to Capcom, the ruler of the city will be Dante's chief nemesis in Devil May Cry 2, but his master plan – and full identity – will remain a secret for the time being. "This character is aiming to revive the demons once again," is all Tanaka will reveal at present. With the bigger game world comes a bigger adventure, too. "You will surely need more time to complete the game than you did for the original," assures the Producer. Great news for all those who felt that Dante's first outing was a tad on the short side and proof of the seriousness with which the new team has taken to its hellish task.

Devil May Cry 2

"THEY SHOULD HAVE DANTE DRESSED IN BLACK LEATHER..."

What do fans of the original Devil May Cry want in the new game? Only one thing to do. Ask them.

So, Dante's gonna get new weapons, a new partner, a new city to run about in and a new set of enemies – but what else? Tanaka isn't talking just yet so we had to turn to the spookiest forums of Survival Horror Info (www.survivalhorrorinfo.com) and asked the most devoted disciples of the devilish Dante what they wanted to see in the new game.

"Capcom should give us PAL gamers a decent full screen/60hz option."

Sam Ant Smith

"I think it's best for everyone if Trish doesn't return. I mean she looked like Dante's mother, and it certainly looks like he had the hots for her!"

'Lazari' (Craig Gilmore)

"Devil May Cry 2 should feature characters we can play in different modes – like Sparda."

'Dantegirl' (Jesse C)

"DMC2 should have several mission goals. This would add to the replay value. You could have 'orb collecting challenge', 'speed challenge' etc."

Sam Ant Smith

"I would like a Street Fighter-esque battle system incorporated in parts of DMC2, like where Dante comes up close and personal with a boss and the camera swoops to a side view of both as they engage in hand-to-hand combat – but in 3D of course! No 2D bollocks!"

'Lazari' (Craig Gilmore)

"In DMC2, I'd like for Dante to get out more as opposed to him staying inside a castle all day long. It gets boring after a while. Have him crash up the nightclubs or some other 'stylish' place. Get him out! He needs some sun. At least his hair does, anyway..."

'Dantegirl' (Jesse C)

"I'd love to see Dante wielding two swords in DMC2. Maybe some more custom weapons, like guns strapped to his arms, or a grappling hook, to save time on long vertical jumps."

Sam Ant Smith

"This time, give Dante alternate clothes. Have him dressed in black leather or better yet, a bear suit! At least to compete with the Panda one seen in Onimusha! Yeah!"

'Dantegirl' (Jesse C)

"DMC2 should have a separate story and not feature the enemies from the first game... again, like in Resident Evil 2."

Sam Ant Smith

"Big ups to head demon Sam Ant Smith and all the electric dwellers of Survival Horror Info, the best darned spooky games site in this world (and quite possibly the next). Go visit, if you dare."



Dante dishes out justice with gun and sword (pictured) but expect all-new weapons in the finished game.

Probably the biggest addition to the sequel so far is a new playable character, who'll have her own gameplay style and a story line that develops separately from Dante's – imagine an expanded take on Leon and Claire's scenarios in the PSone's Resident Evil 2. Capcom isn't making the new character's identity public yet, but would divulge that she's a "new heroine," leading OPS2 to believe that Dante's business partner Trish is sitting this one out.

In addition, Tanaka says we can expect at least a couple of main, non-playable characters to make an appearance, though they definitely

Dante and his foes are also going to sport better animation – including Dante's new coat blowing in the wind – and Capcom is promising significant enhancements.

"Backgrounds, character graphics, visual effects, player and enemy animation have all been improved," continues Tanaka. "We are creating the ultimate supreme action game which has been improved in every possible way over the original including gameplay, visuals, presentation and sound, yet succeeding In the original's concept of a 'stylish' game."

A random thought occurs. In the original game, Dante was shown as a fan of motorbikes. Given the game's penchant for branching off into other game genres (remember the underwater first-person shooter level or the Panzer Dragoon bit at the end?) could Dante actually ride one in Devil May Cry 2? Even better, could he ride one as part of the game à la Jack Wade in Sega's PS2 *Spyro Filter* clone, *Headhunter*?

"It is still under consideration," admits Tanaka, enticingly. "We agree that Dante would look very cool fighting on a motorcycle!" Strewn

He's a leaner, meaner Dante, who has ditched his goth trenchcoat in favour of a more streamlined get-up

won't fight alongside Dante à la *Onimusha* 2. "Devil May Cry is supposed to be a 'stylish' action game which requires you to hone your skills so you feel like a cool guy," he says. "You can't be helped by somebody." Fair point.

IF LOOKS COULD KILL

With the new development team comes a whole new look for our hero. This time out, he's a leaner, meaner Dante, who has ditched his velvet goth trenchcoat in favour of a more streamlined get-up. But Dante's fashion sense isn't the only thing that's changed. For starters, this game's atmosphere's not going to be quite as gloomy. "In the original DMC, there were quite a few dark areas," explains Tanaka. "This time, we are trying to make sure players can easily recognise the player character, enemies and items during the game. You will find Devil May Cry 2 enjoyable even if you are just moving around in the game world – it is visually stunning."

NEW GAMEPLAY, NEW DANGER

"You will see a renewed Dante who is full of bad-ass attitude," ensures an excited Tanaka. "We expect gamers all over the world to challenge this cool new game with their even cooler techniques controlling this renewed Dante character."

What techniques is Tanaka talking of? The Producer and his comrades are keeping the new abilities under wraps, though, revealing only that we can expect Dante to have more than just a



Ever the dandy, Dante has had a makeover for the new game.



Expect some beautiful environments in DMC2.

Can we expect platform-style leaping from roof to roof in DMC2?

couple – and that they'll have us just as gobsmacked as the first time we saw him 'juggle' bad guys with the bullets from his twin Ebony and Ivory guns. "Dante will have some new abilities and the game system will be modified around these."

Tanaka does reveal that Dante's demon form will be "more fierce and more flashy" this time out, and that the game system will be tailored to suit this, so expect much more than a mere cosmetic tweak.

"We won't make too many changes to the combat system," he continues. "However, we will tweak the camera placement to make the gameplay even more stress-free. You will be able to control Dante as you wish and will be able to execute his moves exactly as you want."

Again, good news and proof of the new team's intent to eradicate the few things – the glitchy camera, the iffy game length – that marred the original game. But enough of the past, what about the oh-so-cool arsenal? "There will, of course, be new weapons, plus a couple will be there from the original," according to Tanaka. "These new weapons will add a new dimension to the gameplay," he adds mysteriously. Using more than two weapons simultaneously [beyond Dante's trademark Ebony and Ivory pistols] is still under consideration, although, as Tanaka reveals:

"Depending on which weapon you use, you will be able to attack more than two enemies at once this time around."

The team also plans to let players switch weapons on the fly, without the pace-deaderising use of a sub-menu as in the first game.

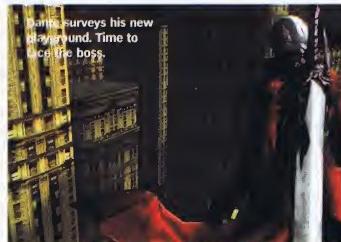
Will the orb system used to open doors and purchase items in the original Devil May Cry game return? "We haven't determined that yet," admits Tanaka. "Even if we do decide to incorporate the same feature, we will do so in such a way that it won't hurt the game's core elements of style and 'action'. We consider this

to be an action game rather than a puzzle-solving game. Devil May Cry is all about enjoying action!"

The game's skyscrapers and buildings aren't just pretty backdrops either – Dante will actually be able to fight on top of them, although whether he'll get to explore any of them remains secret [we'd have to guess that you will]. Also, given Dante's 'super jump' abilities of the first game, we can only hope that DMC2 has him actually leaping from rooftop to rooftop, maybe introducing a more platformy slant to the gameplay. Can we expect more new gameplay styles, too? "We are considering all kinds of cool ideas to make this game even more stylish. All we can say is now that you won't be disappointed. Stay tuned!"

THE BEST IS YET TO COME

At its world premiere at E3, Devil May Cry 2 is only about 30 percent complete, but, as you can see, it's already looking incredible. It's a bigger adventure in every conceivable way – and who knows, maybe this time we will actually get to see our devilish friend cry. One thing's for sure: if it all comes together as Tanaka-san plans, action gamers won't be the ones shedding tears this winter. □



Q&A

TSUYOSHI TANAKA

Devil May Cry 2's producer on monkey-demons, mid-air flips and being wild at heart.



Devil May Cry has been hugely popular in Japan and overseas. What comments did you receive from the players, and were any of these helpful when it came to designing the sequel?

The bottom line was that the team wanted to create a cool character and game, and the response has been positive. I read all the 6,000 comment cards sent in by players. They were pretty general, but it was worth it so we could check whether the coolness concept was on the right track. Some said that it was too difficult or easy to play, but, as far as the atmosphere goes, it was on the mark. Our job is to create a game that will satisfy and exceed the expectations of gamers and we're just following what we believe in.

You're a member of the new team developing the sequel. What games have you and the others worked on in the past?

It's a broad mix. Some of them have been involved with things like fighting games. I'm the new guy here. I joined Capcom in April last year and I used to be a Magazine Editor. As you know, development has shifted from Production Studio 4 [Shinji Mikami's team] to Production Studio 1 [headed by Auto Modellist's Noritaka Funamizu]. The team used to create arcade titles and they're really confident with the sequel because they have such a long

Devil May Cry 2



In a parallel universe, Resi's Claire Redfield is the daughter of Sparda...

RESIDENT [D]EVIL

This could have been a different game with Raccoon City's Leon and Claire rather than Dante...

It's hard to imagine Dante trailing his foppish velvet trench coat in a puddle of zombie brains, but that could easily have been the case if DMC creator Shinji Mikami had got his way.

Before Devil May Cry's debut in 2000, the game's development track in 1999 as Resident Evil 4, Capcom's long-running survival horror series had debuted on PSone and, under Mikami-san's watchful eye, had matured into a series ideal for the older PlayStation audience. Now consider the PS2's capabilities and a similarly film-friendly, mature gaming audience, and it's no surprise that Mikami's quest to reinvent Resident Evil for PS2 started to look something like Devil May Cry – a horrific, but far more accessible game that the puzzle-based atmospherics that so define Resi.

A year in development later and the game had moved so far away from the Resident Evil days, Mikami and his team had decided to transform their project lock, stock and two smoking A5s into Devil May Cry – new gameplay, new characters, new setting. No zombies. Just marionettes and giant scissiors.

So what happened to the plot, characters and indeed game that was to have been Resident Evil 4 on PlayStation 2? Well, the last Resi games to appear on PS2 were an enhanced port of *Code: Veronica* from the Dreamcast and the lacklustre gun game *Resident Evil Survivor 2* and now that Resident Evil has surprisingly been signed to Nintendo's GameCube, it looks like we'll never know – unless the forthcoming Resident Evil Zero for GameCube changes things. Sadly, an exclusively dual disc means PS2 owners will never get to play it.

However, as regular readers of Spy will know, Mikami's original survival horror series is on its way back to PS2 – and it's coming online. Announced last March, Resident Evil Online is coming to PS2 soon, with a promo trailer showing all-new characters running around a recognisable Raccoon City. What will it be like? A minimum of visuals means a minimum of details but speaking to OPS2 back in February 2001, Mikami mused, "Online horror games would have much more freedom. Let's say several people join a game. Some may be skilled players, others not, the path will always be different. That's the kind of world I want to provide. It'd be great to incorporate a headset so you can call for back-up – and also hear other players' screams when they die! Players might also lie, calling for help when they're actually okay. They could trap others that come along, letting them take care of the problem!"

And until then? Until we'll have to suffer the escapades of Dante, his mysterious new partner and some of the most frenetic gameplay ever to grace a console.



And cue a

Matrix-style leap
to the next
building...
vertigo sufferers
need not apply.

heritage, know-how and experience with action games.

We're also getting some assistance from Mikami-san's staff, who were in charge of the event scenes and the backgrounds. They're not directly working with us, but we communicate with them regularly, and they supplied a lot of data and information about the original game.

How has the experience been for you?

It doesn't feel that much different. Several people and companies are involved in putting together a magazine – there's the printers, writers, photographers and graphic designers, and so on, and the Editor coordinates all these people. Working in game development, there's programmers, designers and planners, and so on, instead. I have to create a good working environment that stimulates the team members and coordinate the group. In that respect, it's

That's a really good question. Actually, your remark is pretty close – so no comment!

The work of architect Antonio Gaudi was a big influence on DMC's castle. Were there architects or buildings that influenced the sequel's environments?

We're not looking into a particular architect's work this time. The game is set in a city and we don't want to make any obvious references to a specific place. We've been using various architecture books and magazines for inspiration.

Mikami said that creating DMC's 3D engine was difficult. How was the R&D experience this time?

We originally thought we'd use the 3D engine from Mikami-san's team, but in the end it was only used for reference, because the programmers preferred to create their own. One challenge right now is with the resolution: we want it to be double that of the first game. But this uses more processing power and causes slowdown, which I want to avoid because the pace of the gameplay needs to be maintained. The number of polygons usable is affected. It's an issue of balancing these to achieve the effect I want.

Combat is the focus of DMC. How are you creating new and better fighting moves?

One of the game's new features is that Dante can now run along walls while shooting, then leap off and do a flip in mid-air. It's not just something you see in a cut-scene – even I can execute the move while playing it. My goal is to include as many new features as I can, but it all depends on the development schedule.

You've mentioned that there will be a new playable female heroine. Can you elaborate more about her and how the gameplay experience with her will be different to Dante?

I can't mention her name. It's not fixed yet, but – who knows? – it could be Trish. She'll have different weapons and fighting styles, and her scenario will also be slightly different. Some stages are played as her and Dante, but there are some unique areas dedicated just to her.

What kinds of new weapons will Dante be able to use to attack multiple enemies?

I can't get into specifics yet. The game is still only 30 percent complete, after all. It may be that he could hold a different weapon in each hand – like a pistol and a machine gun, for example – but it's going to take more time to finalise. First, I need to see how the action looks and what it feels like, in terms of whether it's cool or not, how the

"I read all 6,000 comment cards sent in by players. It was worth it to check whether the coolness concept was on the right track"

similar – although, of course, the work itself is different.

In the past, we've heard about Resident Evil sequel scenarios that have been scrapped. Can you elaborate more on Devil May Cry 2's plot and its planning?

The basic story was established pretty quickly this time, but we're still working on the finer details, like Dante's dialogue. I can't go into specifics yet, but the boss will be different. Dante's appearance has changed, too. We don't know if he's older, but he's certainly more experienced and tougher. He looks more mature and not so much of a smart-ass, but he's still wild at heart. The story is totally different, but relates to the original in that it involves some of Sparda's back story.

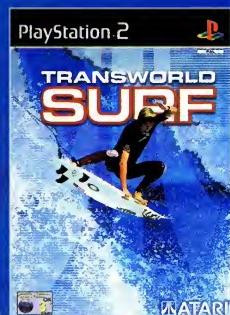
What was the inspiration for DMC's demons?

We want a mixture of Western and Eastern-looking demons. At first glance, they may seem Western-style, but if you look closer they're a unique blend. That's the concept we're after. We're still working on them, so they're not finalised yet. At the moment, though, there are demons that are monkey-like and eagle-like. We'll have the different classes of demons, as in DMC plus other individual ones for more variation.

So is the new boss a demon living among humans in disguise, or is he a human trying to summon the demons with black magic?

ADRENALINE

PlayStation 2



THE SICKEST NEW SCHOOL ACTION FEATURING THE WORLD'S BEST SURFERS. TAJ BURROW, ANDY IRONS, SHANE DORIAN, CHRISTIAN FLETCHER AND MANY MORE.

- THE HOTTEST TRICKS INCLUDING FLOATERS, AERIALS AND BARRELS.
- THE HEAVIEST SPOTS - TEAHUPOO, PIPE, G-LAND AND TAVARUA



PlayStation.2

Atari Interactive Inc. All Rights Reserved © 2001 Infogrames, Inc. All rights reserved. Infogrames and the Infogrames logo are trademarks or registered trademarks of Infogrames Entertainment S.A. TransWorld, TransWorld SNOWboarding, and TransWorld SURF are registered trademarks of Time4 Media, Inc., used by Infogrames under license. BILLABONG and the WAVE DEVICE Logo are registered trade marks of subsidiaries of Billabong International Limited.

PlayStation 2
THE THIRD PLACE



Pro tennis finally in your home.

Now you can mix it with the best: Agassi, Sampras, Kafelnikov, Rafter, Hingis, Kournikova, Seles, Davenport. Whether you're competing at Wimbledon, the Australian Open or the US Open, you'll always have the home court advantage. 'Smash Court Tennis Pro Tournament'... smashing tennis from your lounge room chair.

namco

www.au.playstation.com www.smash-court.com



Reviews Charter

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S

reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else. And we absolutely love what we do.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the game's industry's most revered publications, both here and abroad. What's more, our writers have plenty of heritage in the industry, having a collective history spanning into decades. Rest assured that these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare game and only to be given to PS2 games that score that magic 10/10. The only game to receive Gold is MGS2. Too right!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality. Indicating that you should buy this game now!



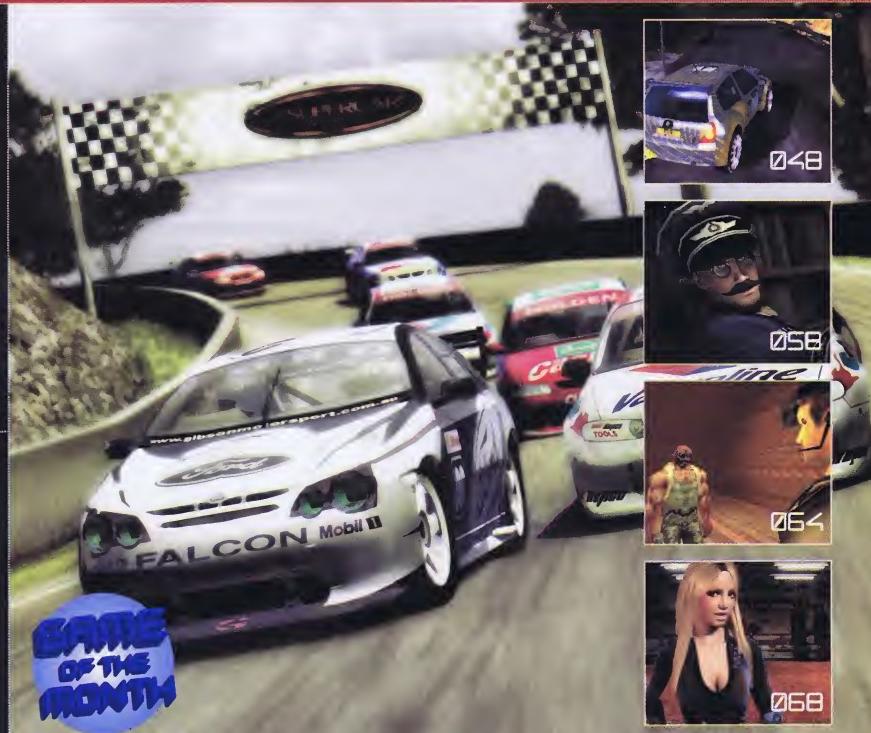
The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

media

OND / MEDIA

DVD RELEASES 078

Black Hawk Down/ The Great Escape/ The Fugitive/ Ali/ Evil Dead/ The Lost World



V8 SUPERCARS

054

Aussie gamers have been waiting for seemingly a lifetime. It's been worth it.

V-RALLY 3

048

Will the first V-Rally game on the PS2 be able to up the ante on its predecessors? Find out here!

PRISONER OF WAR

058

Prepare for a slice of WWII action as you try and outwit Fritz!

F1 2002

063

Another year, another Formula One game. Will EA's latest be the only one to buy this season?

SOLDIER OF FORTUNE: GOLD EDITION

064

DAVID BECKHAM SOCCER

067

BRITNEY'S DANCE BEAT

068

EVERBLUE

070

RALLY CHAMPIONSHIP

071

FIREBLADE

072

ANTZ EXTREME RACING

073

MEN IN BLACK 2

074

TOP ANGLER & IRON ACES

075

SLAM TENNIS

076

PSone™

The latest titles for the little grey fella

STUART LITTLE 2..... 076



PlayStation.2
OPEN MINDS AUSTRALIA
BRONZE



Is it a bird? Is it a plane?
No it's a Peugeot 206
going like the clappers.



V-RALLY 3

Rally games are 'v' popular right now. Does V-Rally 3 have the grit to give you the best time?



V-Rally 3 is all about creating the ultimate rally experience, not chasing licences. Play it and you'll understand.

Racing against the clock rapidly cranks up the tension.



BUMP AND GRIND

What's the damage? That depends on you.

One of the most remarkable features of V-Rally 3 is the way cars show damage not just externally, but also internally which can severely affect the handling. Smashing the headlights or losing the rear bumper won't be cause for much grief, but collide badly with a bank one time too many and you could be in a world of trouble. Your steering might be damaged to the point where the car permanently turns to the left. Your brakes may also suffer. You may even lose a wheel. But worst of all, your transmission may break, leaving you with no choice but to limp to the finish line in second gear...



1. That looks expensive.

2. Built to last? Perhaps not.



3. Well, at least the car's lighter.

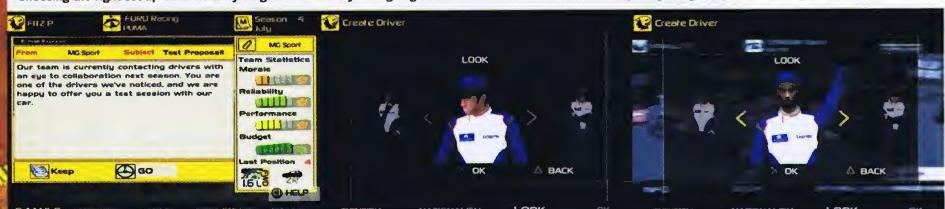
4. Four wheels good, three bad.

The key to success in V-Rally 3 is to master the powerslide. Losing speed is fatal.



Choosing the right set up on the snowy stages is crucial if you're going to win.

Much time has been spent getting the game's lighting just right.



Before you get to race you'll need a contract.

Black, white, ginger or blonde. You choose your driver's look. There are no women though...

WHO'S GONNA DRIVE YOU HOME?

Those all-important car choices in full.

1.6 LITRE FRONT WHEEL DRIVE CHAMPIONSHIP CARS



1. Citroen Saxo

2. Fiat Punto

3. Ford Puma

4. Peugeot 206

5. Renault Clio

6. Opel Corsa

7. Volkswagen Polo

8. Rover MG2R

2.0 LITRE FOUR WHEEL DRIVE CHAMPIONSHIP CARS



1. Peugeot 206

2. Subaru Impreza

3. Ford Focus

4. Mitsubishi Lancer Evolution VII

5. Citroen Xsara

6. Hyundai Accent

7. Toyota Corolla

8. Seat Cordoba

Publisher: Infogrames

Developer: Eden Studios

Price: \$99.95

Players: 1-4 (each player racing in turn)

Out Now

Web site: www.v-rally.com

60Hz: No

Widescreen: No

Surround sound: No



What do you look for when you're playing a game? Are you after a taxing challenge that ups the pleasure principle by making you sweat for victory, or is instantly accessible fun the order of the day, every day? These are questions you may want to ask yourself before you get behind the wheel of Infogrames' V-Rally 3. The respected rally franchise has evolved in the wake of the superbly realistic World Rally Championship, dispensing with the populist Arcade mode – a feature of the earlier titles. In its place, there are fewer tracks with greater graphical detail and an exhaustive Career mode that will, on occasion, feel more 9-to-5 than 95mph. But as with all challenges, the harder the climb, the sweeter the view when you reach the summit, so maybe the real question should be, 'how badly do you want to win?'

On the surface, rallying seems a relatively impersonal form of competition – after all, you don't actually 'race' anyone. At least not in the neck-to-neck, jostling for position, overtaking on the last corner kind of way. The fact of the matter is that rallying is about as personal as a sport can get. Think about it. Without other competitors on the course to blame for spin-offs, prangs and life-threatening cut-ups, rally driving removes the sporting safety net of diminished responsibility in the face of failure. If you don't come first there's

The Career mode is a punishing, sometimes infuriating journey from season to season

nobody to blame but yourself. To put it another way, rallying boils down to arguably the purest test of driving skill there is. No excuses.

With Codemasters yet to unleash Colin McRae 3.0, SCE's young buck, World Rally Championship, currently reigns supreme on the PS2 rally scene. Part of its success comes down to the obvious coup of boasting the official licence and all the attendant benefits this provides in terms of reality – the right drivers, teams, stages and cars. And however good it is, V-Rally 3 cannot make the same claim.

START YOUR ENGINES

But if you were expecting that fact to take the air out of Infogrames' radials you'd be mistaken. Instead, the developers at Eden Studios have put their hearts and souls into forging a Career mode to be reckoned with – a punishing, sometimes infuriating, but never less than involving journey from season to season and, with perseverance and skill, from manufacturer to manufacturer.

The Career (or V-Rally) mode starts in a deceptively sedate manner by letting you create a driver profile from a set of biographical details. You can even give your man a look of his own with a selection of face/hair combinations. With this done, you're then presented with a contextualised career menu in the shape of an office desk complete with PC, Palm Pilot-style PDA and a pair of files. The first is a scrapbook of your finest moments and the other, a more scientific affair charting your progress (or otherwise) through the rallying ranks.

The season starts with you as a rookie. In order to race, you're going to have to get a contract, so it's off to the PC to check your emails for test drive offers. These come with useful gauges showing the team/manufacturer's current morale, funding, reliability and so on, and depending on who you try out for you'll have a varying number of chances to impress the suits in hospitality.

True to the game's hardcore approach to the sport, the test drive time trials themselves are not just a mere formality, they serve as a fine statement of the developer's attention to detail. So much for the sedate beginning. Take the Citroën test drive for instance. The stage is a particularly narrow and serpentine course weaving through tiny French villages and edging impressive coastal

Back story

V-Rally came to PsOne in 1997 at a time when the console needed a good rally title. It delivered what the market for the likes of Colin McRae Rally, 1999's V-Rally 2 continued the trend with more tracks and a track editor. As in the previous instalment, competitors still raced one another rather than trying to beat each other's times individually.

VROOM WITH A VIEW

V-Rally 3 allows you to view your progress in five different ways. Which is the best for you?



1. Chase Cam
Realism level: Low unless a helicopter's flying very low.
Pros: The classic driving view with a good sense of the car's position on the track.
Cons: The sense of speed is compromised a little.



2. Chase Cam (Elevated)
Realism level: Marginally better than regular chase cam.
Pros: The best possible view of the course ahead by far.
Cons: Again, the sense of speed isn't as good.



3. First-Person (Bumper)
Realism level: Low, but who cares?
Pros: The most immediate view giving a great sense of heading velocity.
Cons: The low angle makes it harder to see what's up ahead.



4. First-Person (Bonnet)
Realism level: Good
Pros: The bonnet in view makes you feel part of the car as it bombs around.
Cons: Damage the bonnet and it could start flapping in your face.



5. First-Person (Cockpit)
Realism level: High
Pros: If you want authentic, this restricted cockpit view is the only choice.
Cons: What with cabin clutter and mud on the windscreen, it's a wonder drivers see anything.

Sectors
1 00'50"23 +06"23
2 00'37"89 +01"49
3 00'37"38 +03"99

Sectors
TIME
02'12"86
CAP
+11"60



You know, if there wasn't so much to do it'd be great to partake in a spot of sightseeing.



See where you went hideously wrong on a previous run as you follow the ghost car.



The time of day you race can have profound effect on how you drive.

vistas, and the time allowed to complete this tortuous run is far from generous.

Then you start driving. Now, nobody would claim that WRC handles like an arcade racer. Nevertheless, it was possible to keep your foot on the accelerator throughout certain stages with only occasional laps of the brakes. Not with V-Rally 3. Fail to respect the laws of physics (particularly that one covering speeding objects and their reluctance to stay centred when stopped suddenly) and you will crash. Again, and again. And given the way your car accrues performance-debilitating damage, you really don't want to do that. If you think negotiating a breathtakingly tight hairpin at speed is tough, try doing it with a bent axle and shot brake pads. Yes, here's a racing game where the outward appearance of damage and wear really affects the handling.

A GRIP ON THE COMPETITION

Getting used to V-Rally 3's exacting handling is a real challenge. But the flipside of this is that just winning a contract can make you feel like you've already driven a long, demanding season. The ensuing 1.6 Litre Front-Wheel Drive championship season hops from Finland to France then to Great Britain and finally to Sweden. There are five

If negotiating a tight hairpin is tough, try doing it with a bent axle and shot brakes

stages to each rally and points accumulate through the season to give you a final, overall position on the table. Fail to hit a target position set by your management and your contract will be terminated. Make the grade and you'll not only be given the option to sign on for another season, but you'll also be courted by other teams on the prowl for talent. Keep improving your performance and there's a 2.0 Litre Four-Wheel Drive championship to reward your efforts, complete with new events in Germany and Kenya.

Competition is a surprisingly strategic affair. Before the opening stage of each rally you get to adjust various parameters on your car. And once more, V-Rally 3 tries to out-harcore the opposition. You can not only customise tyre type and pressure, but also everything from ride height, suspension stiffness and gear ratios to stabilisers, brake balance and differentials. Helpfully for 'tweak virgins', each option has a brief description of what



The game boasts a good selection of cars. 1.6L models are FWD and a bit twitchy. The 2L 4WD cars are your goal.



Thanks to your navigator you should have an idea of what's ahead...

...but even he can't teach you how to win.

you're on the verge of tampering with – if you want to, you can always settle with the perfectly adequate default settings. Impressive but hardly unexpected, right? The thing is, whichever set up you go for, it's going to be in place until after the second stage. In practice, by creating a combination of tyres, brakes and other enhancements that's perfect for the opening section, you could end up coming unstuck if the weather has deteriorated or the racing surface is different come the second section. Not only this, but any damage you take during the initial run will be there throughout the next. So it not only pays to drive efficiently, with an eye on your car's mechanical health, but it's always a good idea to think one stage ahead when preparing to race.

This strategic element to rallying continues when it comes to those all-important repair sessions between stages two and three, and four and five. Back at the mobile team HQ, your mechanics are given a scant 30 'virtual' minutes to patch up your car. If you've driven well, the repairs required can easily be sorted within the time limit. However, there will be times when you are forced to prioritise repairs and even leave some out entirely. Choosing the right ones isn't always that straightforward.



The UK stages have soft, mulchy courses that will really test you.

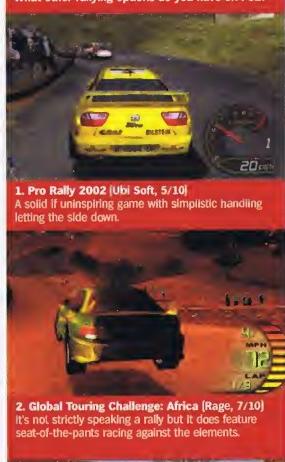
Ahhi Quaint English villages, a wood mill, a castle. It's good to take an overseas jaunt.



The game's front end has been designed very well, from rally information to your handy PDA, you won't want for options.



What other rallying options do you have on PS2?



1. Pro Rally 2002 [Ubisoft, 5/10]
A solid if uninspiring game with simplistic handling letting the side down.



2. Global Touring Challenge: Africa [Rage, 7/10]
It's not strictly speaking a rally but it does feature seat-of-the-pants racing against the elements.



3. Paris-Dakar Rally [Acclaim, 5/10]
Given the spectacular setting and circumstances, this makes for a surprisingly uninvolved competition.



4. World Rally Championship [SCEE, 9/10]
Very accomplished rally debut that balances challenge and accessibility nicely.

5. Colin McRae 3.0 [Codemasters, out September]
The former king of console rallying is gearing up to reclaim his crown.

REVIEW

V-RALLY 3

A LA CARTE MENU

How V-Rally 3 draws you into a rallying career.

V-Rally mode goes to great lengths to immerse you in the competitive season, and it does this with a host of well implemented cut-scenes and contextualised menus. Your office is a one-stop career HQ and when you're away from home, the team HQ has a laptop set up so you can check your stage details and competition stats. In between stages, your car (complete with visible damage sustained while driving) sits in the sun from the mobile repair area as your mechanics are busy while you adjust the settings for the next round. And when the rally is done, you get to see you and your teammate spraying champagne over the assembled crowd. Small details that really add to the atmosphere of the game.



Fancy driving or no fancy driving, if this is happening to you, it's probably time to take early retirement. If you survive that is.



Play V-Rally 3 for a while and you'll start to get a sixth sense about the track layout. Eventually you'll be driving like a pro.



As you pass, the crowd goes wild. A very nice touch.



In Africa you can make the opposition eat your dust.

Fog and heavy rain make even the most well-known stages feel like a fresh challenge

As with the beautifully modelled car damage, the effect that course design has on gameplay is much more than cosmetic. Finland's undulating, loose gravel feels substantially different driving on Sweden's packed snow and ice, while France's predominantly dry asphalt stages provide a very different driving challenge to Great Britain's mulchy autumn leaves and soft dirt. Elsewhere, graphical details add considerable atmosphere to events. Where applicable, dirt and snow accumulate very realistically on the cars' bodywork, and weather has been implemented with gleeful stubbornness. Fog and heavy rain can make even the most well-known stages feel like a fresh challenge, and when the sun glares off the snow in Sweden, it really makes you thankful for your navigator's corner-by-corner commentary.

This is a game that's very much focused on its season-based Career mode. However, all of the tracks and cars can be experienced in Isolation via the Quick Race mode, either alone or as a comparative challenge against up to three mates. Inevitably, V-Rally 3 is going to be compared to

WRC. And given the inconsistent quality of the lion's share of PS2 rally titles, it's a compliment to Eden Studios that such a comparison can be invited at all.

V-Rally 3 is a fine game and a worthy addition to the V-family. If there's any criticism it's that the learning curve is initially unforgiving to the point of frustration. A fact which may dissuade the more casual race fans looking for a quick rally fix. However, this is a game that rewards effort and perseverance with genuine satisfaction. Tinker with your car's settings, massage it around the bends with a mixture of precision and controlled insanity and you could find yourself in love, and on the winner's podium. Who needs the official licence, eh? □ Paul Fitzpatrick

V-RALLY 3

- Why we'd buy it:**
- We understand that a track can be a competitor too
 - Talk of gear differentials turns us on
 - For a meaty challenge

- Why we'd leave it:**
- Not instantly enjoyable
 - No split-screen modes
 - Brake pedal! What's a brake pedal?

Not as instantly playable as WRC, but effort pays off with some very satisfying racing. It's head and shoulders above the majority of PS2 rally fare.

Graphics	Real attention to detail and damage	05
Sound	A good mixture of atmospheric FX	05
Gameplay	Punishing, but effort pays off in spades	05
Life span	In for the long haul? You'll love it	05



PlayStation 2 VERDICT

AGGRESSIVE DEFENSE



PORNSTAR GRINDSKITCH+LONGDICKGRAB+540°MISTYFLIP
=NEW! EVEL SOFINSANITYONTHEJUICEMIESTER

www.acclaim.com

GAME BOY ADVANCE

XBOX

NINTENDO
GAMECUBE™

PlayStation®2

Entertainment Inc. and Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America, Inc. Microsoft and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. Nintendo GameCube and Game Boy Advance versions. Marked by Acclaim. Distributed by Acclaim Distribution, Inc. Licensed by Nintendo.



There is a strong 'story' aspect evident that follows your in-season progress.



The engines roar, the tyres squeal and... they're off! Check out the accuracy on the Commodore's interior!



Greg Murphy - where'd you get your licence? *V8 Supercar Race Driver* features realistic damage modelling.

V8 SUPERCAR RACE DRIVER

The V8 monsters are roaring out of the smoke and smashing into the PlayStation 2 with the meanest racer ever!

Publisher: Ozisoft
Developer: Codemasters
Price: \$99.95
Players: 1-4
Out: 23 August
Web Site: www.codemasters.com
60Hz Mode: No
Widescreen: Yes
Surround Sound: Yes



After years of disappointment, all the brutal action of the V8 racing circuit finally gets the game it deserves. The Nintendo 64's *HSV Racing Gran Turismo* 3 and the recent PC release, *V8 Challenge*, have all taken a crack at the sport but compared to Codemasters' *V8 Supercar Race Driver*, they're just warm-ups.

The first thing *Race Driver* has going for it is the official AVESCO licence. The HSV team are missing in action, having signed a separate agreement with EA, but all of the other popular Ford and Holden teams have been digitised in the game. Being able to drive as Aussies like Paul Morris and slip behind the wheel of the classic Big Kev Racer is fantastic fun. Racing styles of individual drivers have even been used to make the computer opponents act as realistic as possible.

Seven of the most intense Aussie V8 tracks have also been included in the game. Codemasters have used CAD and GPS data, as well as hours of video material of each track, to capture the Aussie flavour of each location. Everything from the gruelling hill of Bathurst's Mount Panorama to the killer corners of Eastern Creek Raceway have been packed into the game. Other Australian tracks include Phillip Island, Oran Park, Adelaide, Canberra and Sandown International.

FIGHT THE POWER

The thrill of seeing the Ford and Holden cars belt around the tracks wouldn't have counted for much if the gameplay wasn't up to scratch but thankfully, Codemasters has bolted one hell of a solid engine under the hood. As soon as you put your foot

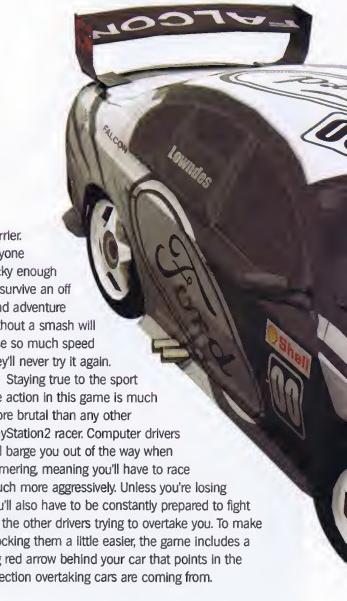
down, the sheer grunt of the V8 engine will cause the tyres to smoke and squeal and send the car into a series of mini fishtails as you fight to gain control of the wheel. Car engines don't come much more powerful than the mighty '8s and if you want to keep these beasts on the road you're going to have to learn to treat them with respect. Giving the buttons a lighter touch will allow you to control the car's acceleration and take off smoothly. The hefty weight of the Falcons and Commodores also has to be taken into account when coming into corners.

The crashes in *Race Driver* pack more of a punch than Lennox Lewis and leave your car looking like a busted wreck. Panels crumple, windows smash, tyres are ripped off rims and bonnets are sent flying. The spectacular carnage of these bone-jarring smashes looks especially great next to racers like *Gran Turismo* 3, where cars bounce off walls without a scratch after having crashed lat over 200 clicks an hour.

It's tempting to turn races into destruction derbies because of the cool crashes but the damage also heavily affects the control of your car. It only takes a couple of nasty hits to turn your finely tuned racer into a busted wreck. Good luck trying to slide into first place after losing a wheel or having blown your gearbox.

CHEATERS BEWARE

If you're sick of losing a race to one of your scumbag mates because he goes cross-country instead of cornering properly then you'll appreciate the realism in this game. As soon as your wheels go off the road and hit grass or gravel, the car will start spinning out of control towards the nearest





The game's great external camera angles makes driving easier.

FORD. A wise man once said "Found On Rubbish Dump". Ooho!

Flying up a straight makes for a top sense of speed!



Codemasters has added a speed blur effect when racing and plenty of tire smoke to convey the realism true to the formula.

Anyone wanna buy a set of used tyres?

The big bloke couldn't contain himself on the way home from the local 'All you can eat'!

ON THE MENU

It's all about atmosphere. Instead of the customary, abstract menus that grace the majority of racing games, *V8 Supercar Race Driver* lets you move between locations in hero Ryan McKane's world. For example...



1. Driver HQ

This is where you mastermind your ascent through the V8 Supercar championships. See that guy reclining in the chair? That's you, that is.



2. Free Race Area

A place to chill, but also where you sort out multiplayer races, time trials and who knows, maybe hook yourself up with a can of pop.



3. The Key Cupboard

Here's where you choose your ride for the race ahead. Move between key rings for the various car makes and they'll swing to and fro. It's a small touch but a pleasing one all the same.



4. The Garage

You've chosen your car and here it is. While you take a seat, the tech bods start getting it prepped for race. Head to the clipboard and you can alter all sorts of your car's components.

"... noone could have guessed it would actually turn out to be the best racing game yet."

YOU WANT MORE?

If Codemasters had left the game with just the V8 circuit it would still have kept the fans happy but, surprisingly, the Australian V8 circuit is just one of 13 different championships across the globe. 38 famous international tracks have been taken from real racing events like the British TOCA Tour, the German DTM and the Alfa GTV Cup.

The game puts you in the shoes of the fictional young driving champ, Ryan McKay. Determined to live up to the reputation of his legendary father and brother, Ryan tackles the professional racing scene. Unlike other racing titles that only feature a couple of dull menu screens before each race, *Race Driver* creates a real racing world for you to explore. Before any event you can wander around McKay's 3D office. Accessing the computer allows you to look at emails containing offers to race with different teams in various championships. Heading into the garage will let you tweak any aspect of the selected car. Modifications can then be tested out on a practice lap before entering the race. It's even possible to save track-specific settings for each car.

The game's cinematic feel extends to a number of cut-scenes that bookend each race. Each manager that offers you a spot on his team is a unique character who has plenty to say. Some of the scenes involve pretty standard conversations about your rookie status and the need to prove yourself on the track but others are hilarious. After watching Ryan's poor attempt to chat up a cute girl, a cowboy hat wearing manager wanders up and says "I hope you handle your cars better than your women, Boy!" There are also plenty of scenes before each race showing stuff like mechanics making final adjustments to the cars or scantily clad gals walking between the cars waving team signs.

Depending on how well you do in each championship



REVIEW

V8 SUPERCAR RACE DRIVER



WHAT'S THE DAMAGE?

True to the V8 Supercar series, *Race Driver* goes to extraordinary lengths to show damage accrued by you and your opponents' cars. Fenders bend, lights and windows shatter, and whole sections of bodywork get distorted and eventually fall off. The more damage there is, the worse your pride and joy is going to handle.



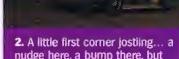
The last day of school is memorable for most but Sam always hated school.



1. *Race Driver* rule #1 – learn the tracks. Slam your motor into the barrier and this is the result.



2. A little first corner jostling... a nudge here, a bump there, but it's damage the pit crew can fix.



3. *Race Driver*'s handling can be fussy at first. Races are won by staying on the track. Okay?



4. Missed the first corner, slammed into a car at the second, flipped at the third. The race is over.

Make sure you get this sideways action in the game and not your mum's Barina.

Superb attention to detail and in stunning 3D.

the game will adjust the quality of the new offers you receive. If you find yourself standing on top of the winner's podium then you can expect to get plenty of great offers with the high profile teams, but if your driving is poor then the offers will be too. As well as making you work hard to progress through the game, this feature serves as an auto-sensitive difficulty setting that adjusts itself.

Whenever you place in the top three at the end of the championship you will also find yourself receiving a challenge from the circuit pro. If you manage to beat the pro driver you can unlock his car for use in the Free Play mode.

Even though we all know the Fords have less power than your mum's lawnmower, you can finally settle the argument with your mates in the game's multiplayer mode. Your Commodore can dominate the Falcon, or any of the other 42 different cars in the game, when playing against up to three of your mates.

I'M TOO SEXY FOR MY TRACK

The game's slick graphics engine is capable of tossing around 14 hyper detailed cars on screen at once. The local tracks are easily recognisable, which is superb. With animated drivers inside and all panels capable of being crushed or torn clean off, each car looks fantastic but this detail does come at a price. Throwing so many polygons onto the cars does mean that the background graphics aren't quite up to scratch with the likes of *Gran Turismo 3* and *World Rally Championship*. It does of course, mean that you'll be too busy gawking at the sexier V8s to notice anyway.

The sounds of *Race Driver* are so beefy you

won't need the Dual Shock's rumble feature because the roar of your car's engine will be shaking the whole room. Codemasters has recorded plenty of sounds from real V8s and other cars, as well as racing crowds to create the best audio possible. The game also features plenty of great commentary from your manager. Useful information like times to pit and when you need to try and push up another position are mixed in with humorous lines like "Well that's one way to remove the competition."

We've been hoping for a long time that *V8 Supercar Race Driver* would give us some worthy V8 action but no one could have guessed it would actually turn out to be the best racing game yet. *Gran Turismo 3* may have more cars in its garage and more impressive track backgrounds. At the end of the day though, who cares about scenic driving with silly imported cars when you can completely crush the competition with the mighty grunt of the Aussie V8? □ Narayan Pattison

V8 SUPERCARS RACE DRIVER

Why we'd buy it:

- Real damage
- Real V8s
- Real Aussie tracks
- Real fun

Why we'd leave it:

- We're the sort of pantsies who complain about some drab backgrounds
- We're bummed that the most Australian game ever was made by Brits

The best racing game seen so far on the PlayStation 2 with the best cars in the world. What's not to love?

Graphics

Great looking cars that you can break

06

Sound

Meatier than the best meat pie you ever had

10

Gameplay

So close to the real thing it's scary

03

Life span

Longer than yours

12

09

PlayStation 2 VERDICT

Even though the game will focus on our beloved Aussie brutes, some foreign wonder machines are included too!



**DEUS EX 2: THE YEAR'S BIGGEST SEQUEL
EXCLUSIVELY PREVIEWED IN...**

PC GAMES *addict*

**LOOK FOR ISSUE 2 OF AUSTRALIA'S BEST PC GAMES MAG
IN YOUR NEWSAGENT AUGUST 7TH**



Sometimes you're
just not slow, careful
or silent enough.

PRISONER OF WAR

To do list (June 1941): 1. Escape POW camp. 2. Destroy German V5 rocket. 3. Do laundry...

Publisher:
Codemasters
Developer:
Wide Games
Price: \$9.95
Players: 1
Out Now
Web site: www.codemasters.com
60Hz mode: No
Widescreen: No
Surround sound: Yes



Lights out. Seven hours before the morning roll call. If you're not back in your bunk by 5am the Kommandant will launch a camp-wide search and order you shot (or more accurately 'wounded') on sight. But despite the danger, you sneak out of your barracks into the night, making your way to the fence. You stay low, moving slowly. Beyond the fence lies the laundry where you hope to steal a guard's uniform. But a soldier stands outside, armed with a rifle, illuminating the darkness with his flashlight. Don't get too close. Hell spot you.

You watched this guard the night before. You know that he regularly moves off to walk around the building, a patrol that takes him two minutes to complete. So as soon as he passes by, you climb the fence and jump over. You move quickly to the door and unlock it with the key you bought from one of the other prisoners. You didn't ask how he got it, but it cost you two boxes of cigarettes and a can of peaches. You just have time to slip inside as the guard returns. The guard stops outside as usual and you watch him through the keyhole in the door. After a few minutes he continues his patrol. Quickly you grab a guard's uniform. Time to get back...

Welcome to *Prisoner of War*, the interactive prison escape movie from Codemasters. Set in World War II, the game echoes with images and ideas from films like *The Great Escape*, *Stalag 17* and the classic TV series *Hogan's Heroes*. While you can shoot and grenade the German army in

You're banged up, trapped behind barbed wire and watched for 24 hours a day

Medal of Honor: Frontline, in *Prisoner of War* you have to outwit them. Here you're banged up, trapped behind barbed wire and watched almost 24 hours a day. Enemy soldiers outnumber prisoners and you have no weapons. Instead of fighting, this is a 3D adventure game that involves sneaking around and hiding, watching and waiting. Five lengthy missions stand between you and freedom, each one with its own set of challenges and puzzles.

THE GREAT ESCAPE

You take on the role of Captain Lewis Stone, a brash American pilot shot down over Germany during a reconnaissance mission. The good news: you manage to parachute to safety from your burning aircraft. The bad news: you land right next to a German supply depot and quickly get captured. This particular depot doubles as a holding facility for allied prisoners of war, processing them for transfer to the bigger, high security camp Stalag Luft, or the infamous and reportedly escape-proof castle Colditz. During the course of the game, you'll visit all three. It's your duty as a soldier to try and escape from each one.

The action in *Prisoner of War* unfolds using a third-person 3D view. In exterior locations, this over-the-shoulder camera is fully rotatable. In interior locations the camera is fixed MGS-style. In addition to the main third-person view, there is also a first-person 'examine' view, which is useful for watching enemy soldiers, peering through keyholes and for orientating yourself in rooms. Using a combination of these views, you can explore your polygonal surroundings, talk to fellow prisoners, obtain objects and attempt to elude and outsmart the patrolling guards.

The first of the five missions (set in the aforementioned supply depot) is a training level. It serves as an introduction to the rules of the game, to what you can and can't do, and where you can and can't go. Life in a POW camp is run to a tight schedule and prisoners must attend morning and evening roll calls. In between these checks, they are herded from compound to compound – the Mess Hall for breakfast, lunch and dinner, the Exercise Yard and the Barracks area. Prisoners must not leave the designated areas. So other buildings or rooms such as the store, laundry and sickbay are off-limits. Prisoners must not approach the fences or be found carrying illegal items or equipment. Anyone caught breaking the rules is arrested and thrown into solitary confinement.

To play *Prisoner of War* successfully, you need to learn how to bend these rules and to work within the camp structure. Rather than having a free reign to formulate your own plans, you

Back story

Based in Brighton in England, Wide Games approached Codemasters with the idea for a game set in a prisoner of war camp just as Codemasters was thinking: 'Hey, how about we do a game set in a prisoner of war camp...?' The two companies joined forces and *Prisoner of War* is the eye-opening result of their efforts. Wide Games (www.widegames.com) also has another interesting title called *Rush Club*. In development for PS2, which promises fast-paced, no rules racing in whatever vehicles you can find.



ESCAPE COMMITTEE BRIEFING

No matter where you are held captive, each camp contains its own daily routine and the tactics you learn in the first training level will hold you in good stead. Here's a quick introductory course:



Hiding Place

You have access to a hiding place in your barracks where you can safely store items that you pick up. If you get caught carrying any items, the German guards will confiscate them when you are arrested. Items stored in the hiding place cannot be confiscated.

Currency

As there is no money in the prison camps, currency takes the form of boxes of cigarettes, tins of food or bottles of alcohol. By picking up these items you convert them into game 'currency' which can be used to buy items/information or to pay POWs to help you.

The Map

The best way to orientate yourself in a prison camp is to walk through the daily routine. This shows which areas you have access to at different times of the day. As you explore, locations are added to your in-game map. Conveniently, buildings are signposted.

Disguises

To complete the objectives you'll need to move around the camp undetected. At night, you can blacken your face with boot polish, or steal a German uniform and move around dressed as a guard. But be careful: higher ranking officers can see through the disguise.

Distraction

Often, the best way to sneak past a guard is to distract him. You can pick up and throw a stone to divert his attention, or you can give one of your fellow POWs to feign an illness. When the guard goes to investigate, use the distraction to slip by unnoticed.

Nobody sleeps after lights out.

The only sections of the camp routine you can't avoid are the morning and evening roll calls.

REVIEW

PRISONER OF WAR

OOH, NOW THAT'S NICE

Prisoner of War is full of little details that give the game an extra dimension beyond the basic sneak-and-steal gameplay. In short the guards are far from stupid.



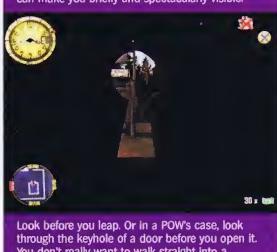
Guards cannot only be distracted by sound (such as throwing stones) but they can be alerted to your presence if you move about too quickly. So creep, Captain Stone, don't run...



On later levels, you will find that the characters leave footprints in the mud and snow. The guards have the potential to be alerted to your presence if they spot them before they disappear.



At night, with dark glasses and boot polish on your face, your chances of being spotted are much reduced. Watch out for lightning, however, which can make you briefly and spectacularly visible.

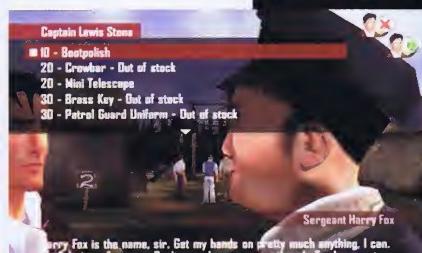


Look before you leap. Or in a POW's case, look through the keyhole of a door before you open it. You don't really want to walk straight into a patrolling guard, now, do you?



Escape from Stalag Luft in the summer, return to try and escape in the winter.

Each of the objectives within a mission is preceded by an animated cut-scene.



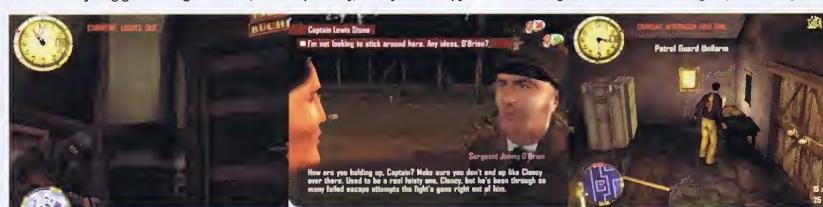
Sergeant Harry Fox

Very Fox is the name, sir. Get my hands on pretty much anything, I can. It's a price, of course. Can't reveal my sources, though. Trade secret.



Find or buy the mini telescope and you can use its nifty zoom function to spy on the German guards. Be careful not to get spotted using it.

Every camp has a resident 'scrounger' – a guy who can get his hands on almost anything given enough time and, more importantly, money.



Camp residents are split into three types: 'info' POWs, 'diversion' POWs and 'item' POWs.

Steal a German uniform and you can use it as a disguise.

become embroiled in an ongoing plot involving the development of a long-range German rocket. Each of the five missions has four primary objectives – ie, get a key from the German barracks or break into the post room to retrieve an important parcel. In each camp, talking to the other POWs will provide you with clues as to how to approach them. Some will tell you who to talk to or point you in the direction of a starting point. Other POWs can be paid to distract guards, offer you ways to win currency, or sell you useful equipment to aid you in your adventuring.

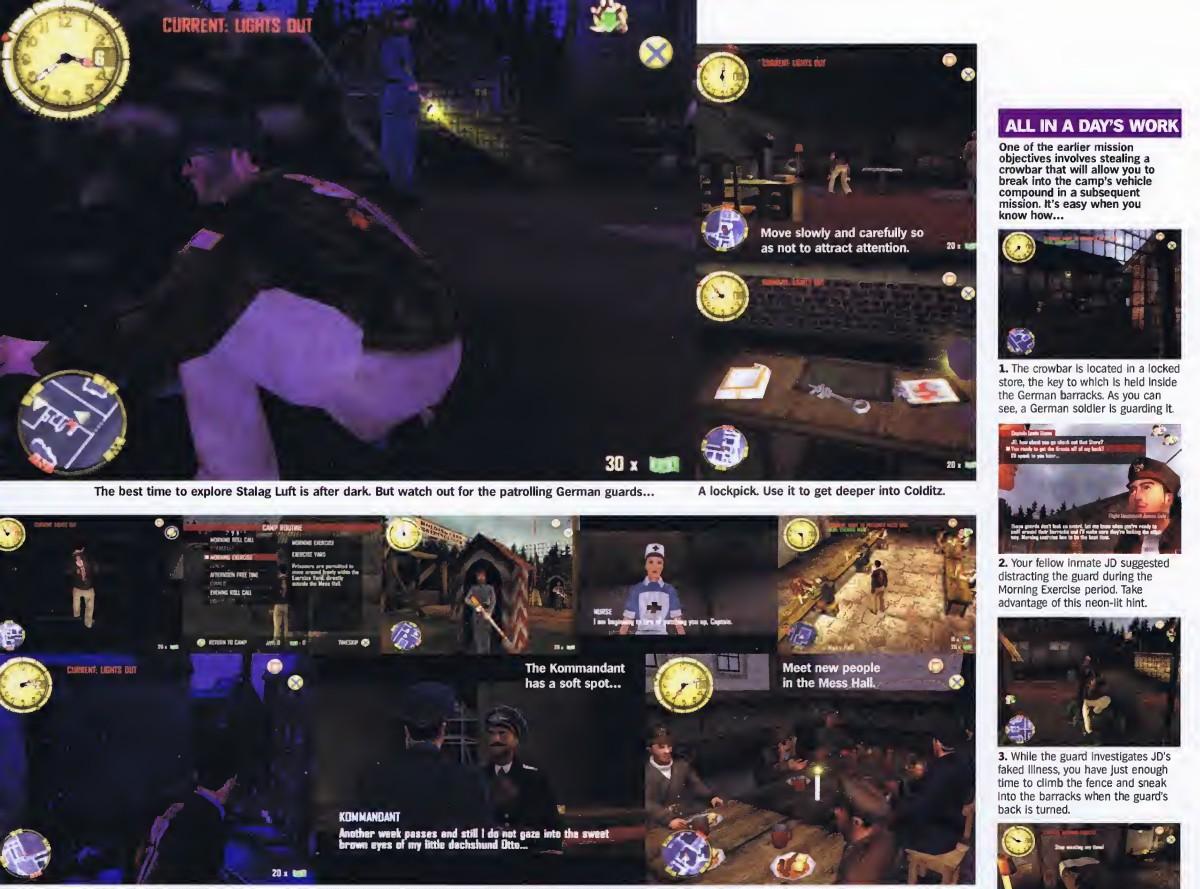
POW equipment is divided into two main types: 'Pocket' and 'Hand' items. Pocket items can be concealed in a prisoner's uniform and carried around the camp without alerting the guards. Boot polish can be used to disguise your face at night, reducing the chances that your pasty white skin will be seen in the moonlight. A lockpick can give you access to restricted areas (such as the laundry or German barracks). Hand items are too big to conceal. The crowbar, for example, will allow you to bust open locked doors. If you are spotted carrying a Hand item, the guards will raise the alarm. You will then be chased and either arrested or shot. Worse still, any items you are carrying when you are captured will be confiscated, forcing you to obtain them again or to buy replacements from the camp scrounger.

Disguise your face and reduce the chances that your pasty white skin will be seen in the moonlight

Prisoner of War is a slow game. You learn that you must explore the camp to build up a map of its key areas. You should watch the guards to monitor their patrol routes, both during the day and at night. You learn that you can climb fences, hide under vehicles, and that keys are required to unlock certain doors. While there's more than one way to complete a task, *Prisoner of War*'s open structure isn't as free-form as we hoped. You can't just take it upon yourself to steal a shovel from a store and start your own tunnel. Your eventual escape relies on completing the 20 mission objectives. Fail to complete an objective and you must simply try again (and again).

ACHTUNG BABY!

The opening level lulls you into a false sense of security. The Security levels are light and once you know which fences can be climbed and how to avoid the guards, you have an almost free run of the camp. As long as you turn up for the two roll calls, you can ignore much of the daily routine. A clock in the top-right of the screen shows the



The best time to explore Stalag Luft is after dark. But watch out for the patrolling German guards...

A lockpick. Use it to get deeper into Colditz.

Your escape plans will only come to fruition when you understand the workings of the camps. Talk to the other prisoners to see if they can help you.

current time and how long you have until the next section of the day [ie, Luncheon and afternoon Free Time]. A minute of game time passes every second, so each day consists of 24 minutes of play. Thus if you want to break into a building during Morning Exercise, this two-hour period equates to two minutes of game time. Likewise, the seven-hour period during Lights Out gives you only seven minutes to explore before you need to return for Morning Roll Call.

This is why preparation and reconnaissance are vital in *Prisoner of War*. The game is often unforgiving and the tiniest mistake or wrong step can lead to both capture and the prospect of doing the process again. Each mission objective is effectively a 3D puzzle requiring you to get the right items, dodge the patrolling guards and sneak to the right places. Solving them is a case of trial and error. You might get halfway towards your objective before you are captured, but you can use the knowledge you gained in the attempt to do better next time. You simply play and replay. *Prisoner Of War* demands perfection and the pursuit of it can be frustrating.

Developer Wide Games deserves an enormous amount of credit for an original, highly playable game. It's beautifully realised with good attention to detail and smart 3D graphics – the barbed wire fences and watchtowers of Stalag Luft, the accurately modelled innards of Colditz, the rain and snow, not to mention the polygonal POWs. But there are times when the game camera is slightly erratic, and some of the fixed

camera angles make it difficult to see things clearly. The 'tally-ho' scripting often grates, while the realisation that the game's freeform gameplay is a well-conceived illusion comes as a disappointment. We could also mention limited equipment and repetitive objectives, but that would be nit-picking.

None of these should detract from the fact that *Prisoner Of War* is often a totally absorbing game. Because it requires stealth and endless patience, you can lose hours to it. The plot [with its animated story sections] keeps things ticking along nicely and there's something hugely satisfying about evading guards to reach your objective. Rather than offering instant gratification and fast-paced action, *Prisoner Of War* rewards perseverance and practice. The result is a classy, innovative game, although not quite the quiet revolution we'd hoped for. □ Dean Evans

PRISONER OF WAR

Why we'd buy it:

- An original, highly playable game
- Good 3D graphics
- Challenging stealth-em-up gameplay

Why we'd leave it:

- Slow-paced and often frustrating

Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.

Graphics	Good polygonal 3D, detailed environments
Sound	A stirring soundtrack adds to the tension
Gameplay	Slow-paced, thoughtful and strategic
Life span	Three camps, five missions, 20 objectives



PlayStation.2 VERDICT

ALL IN A DAY'S WORK

One of the earlier mission objectives involves stealing a crowbar. This will allow you to break into the camp's vehicle compound in a subsequent mission. It's easy when you know how...



1. The crowbar is located in a locked store, the key to which is held inside the German barracks. As you can see, a German soldier is guarding it.



2. Your fellow inmate JD suggested distracting the guard during the Morning Exercise period. Take advantage of this neon-light hint.



3. While the guard investigates JD's faked illness, you have just enough time to climb the fence and sneak into the barracks when the guard's back is turned.



4. Once you're inside the barracks, you need to seek out the key. Important equipment and potential currency helpfully 'twinkle' so you can easily identify them in the darkness.



By paying some prisoners you can ask them to distract the guards by feigning crippling illness.

5. Sneak out of the barracks and back into your own compound. When night falls, you can creep towards the store where the crowbar is located, avoiding the watchtowers en route.



Feel nothing.



Feel everything.

Experience every bump and bend as you take to the track with a Logitech® Driving Force steering wheel. It features realistic force-feedback, foot pedals and even a moulded lap attachment so you can play from your favourite driving seat. And it's compatible with the latest PlayStation® 2 games such as



Gran Turismo™ 3: A-spec and World Rally Championship™, with more great new titles coming soon. Make sure you don't let anything get between you and the ultimate driving experience.





Four wheels good; two wheels bad. Collisions will be punished severely.

Schumacher rarely has to follow the pack.



All the drivers from the 2002 season are here.



Always expect drama at the British Grand Prix.

F1 2002

Tweaked and polished, EA returns with an F1 game for spanner fetishists.

Publisher: EA Sports
Developer: EA Sports
Price: \$99.95
Players: 1-2
Out Now
Web site: www.easportsf1.com
60Hz: No
Widescreen: Yes
Surround sound: No



Realism or fun? It's been a hard decision for developers of F1 titles over the years. The common view is that true authenticity just doesn't work. In the 2001 Spanish Grand Prix, Mika Häkkinen was anticipating his first win of the season, but disaster struck on the final lap. Engine failure gave him no option but to limp off the track just a few hundred metres away from achieving victory over Michael Schumacher. But how much fun is that? If it happened in a videogame, you'd be livid. So, does this mean that realism in games should be limited in order to avoid this kind of frustrating scenario?

Here at OPS2 we're of the opinion that authenticity is a worthy goal. We're not advocating complete mechanical meltdown on the start grid (something that seems to be plaguing Rubens Barrichello this season) but we do think that the vicissitudes of mechanical failures should be included to pep up the tension and add a minor element of chance to the experience. Thankfully, EA has delivered the most comprehensive F1 title currently available on PS2. Some might complain that it's an update that, at least visually, is near identical to last year's instalment, but F1 2002 has been tweaked and tuned to offer a more well-rounded interpretation of the sport this time round.

The game's greatest achievement is that it delivers an F1 experience that can be tailored to the player's skill level. Though most Grand Prix games have included options such as opponent skill level, tyre wear and fuel usage, F1 2002 delivers much more: mechanical failures, the full FIA rules (including all the flag penalties) and dynamic variable weather. This means that the casual Formula One fan can get straight into the game and begin out-performing the likes of Juan Pablo Montoya with a less intense arcade-style set up, while the true F1 aficionado will also feel that their beloved sport is being treated with the gravity it deserves.



Capture dramatic moments in the Replay mode.

PRESS START BUTTON TO EXIT

The authenticity even stretches to include slipstreaming and simulation handling. Select the latter and racing becomes incredibly tough with wheels locking under hard braking and the slightest movement on the gas sending your vehicle into an uncontrollable spin. Hardcore F1 fans will be pleased to hear that it's even possible to establish a pit strategy before the race begins. This can include either a one or two-stop plan that can prove crucial in securing valuable championship points.

The only criticisms of F1 2002 are that it's hardly the most visually resplendent driving game on PS2 (Gron Turismo still beats it by a mile) and the frame rate, while as good as any other F1 title, is not as slick as we'd hoped. But for enthusiasts, this game offers the best in the field to date. Until next year's version, that is. □ Mark Walbank

F1 2002

Why we'd buy it:

- Contains all the 2002 liveries and drivers
- Fully customisable
- For both hardcore and casual F1 fans

Why we'd leave it:

- You've already played too many F1 games
- Frame rate could be smoother
- Yet another EA update

It hardly revolutionises the sport, but certainly offers enough depth to keep fans happy for another year.

Graphics Enough to impress, but no sparkle

07

Sound Makes all the right grunts and rumbles

07

Gameplay Deep and rewarding

07

Life span Enough content until next year

07

PlayStation 2 VERDICT



REVIEW

SOLDIER OF FORTUNE: GOLD EDITION



The characters look great – but only when you're close.



SOLDIER OF FORTUNE: GOLD EDITION

It may be PS2's goriest FPS to date, but this shoddy splatterfest remains a one-trick pony.

Publisher:
Codemasters
Developer: Raven Software/Pipedream
Price: \$99.95
Players: 1-4
Out: Now
Web site:
www.codemasters.com/soldieroffortune
60Hz mode: Yes
Widescreen: Yes
Surround sound: No
Peripherals: MultiTap



Soldier of Fortune: Gold Edition boasts a dodgy plot and crap puzzles, but that doesn't matter, folks, because it's a gory shooter with an 18 certificate. As John Mullins, the real-life decorated Vietnam vet, you have to recover three nuclear warheads stolen by terrorists, mowing down an assortment of enemy soldiers and ne'er-do-wells en route resulting in possibly the most visceral finality of organ-mangling since Peter Jackson's infamous lawnmower sequence from *Braindead*.

Shoot someone in the leg and they hop around on the remaining one. Aim for their head and it explodes like a ripe cherry. In fact, each opponent has 26 'blow-off-able' parts, pretty much guaranteeing a gruesome display of flying limbs and a shower of blood when bullet meets flesh. Indeed, the carnage seems to be the game's main selling point, with the end of each level bringing you detailed stats on how many people you managed to shoot where it hurts.

While gore and gonad shots are all very well, games that rely on such a grossesque gimmick need great graphics to put the trick off – which is why *Soldier of Fortune: Gold Edition* falls down badly, looking more N64 than PS2. Perhaps it's the ageing Quake II-based game engine that's to blame – the levels look dark and blocky, and the enemies appear fuzzy until you get right up close.

You realise with horror that aiming your weapon is like trying to knit using a drainpipe

is that really a hand flying off? You'll just have to take their word for it.

And while your hunt for the missiles spans 26 locations, including Kosovo, Baghdad, Siberia and New York, the murky graphical treatment really doesn't do John F. Mullins' globetrotting missions justice. Loading times are another big niggle. They're huge. And with no saves or continuities to savour, you have to load up from the point saved to your Memory Card every time you die. This takes so long that soon you'll find yourself keeping the remote handy so that you can flick back to watch TV while you wait. The game displays all the hallmarks of a very lazy PC conversion.

BLAST FIRST

Still, while it might not feature the curves of *Quake III: Revolution*, *Soldier of Fortune: Gold Edition* remains a satisfying blast. Your meaty shotgun is rarely short of ammo, and kneecapping swathes of skinhead soldiers with a single blast really touches something inside. The dying enemies might sound



Auto-aim always goes for the jugular.



You can take quite a lot of damage — but when you do croak it's a long wait for the reload.

Body Popping

You play John Mullins – a war veteran with three tours of Vietnam and three Purple Hearts under his belt. Hard nut John is actually a real-life soldier and helped lead out with the game's realism. You have to use any means necessary to find and recover the warheads that have been stolen by terrorists. The game was originally developed for PC by Raven and poorly converted for PS2 by Pipedream, with Codemasters providing final touch-polishing duties.



1. Head shots

Shooting baddies in the head is the quickest – and goriest – way to send them packing. The auto-aim makes this a cinch. Just point at their shoulders and you'll always get them between the eyes.



2. Arm shots

Different points along an enemy's arm respond differently to a hit. Blow off their hand, their forearm, or sever the limb off completely. You never know where they're going to react. Some complain, others just look sadly at the wound.



3. Leg shots

Ow! Ow! Shoot towards the floor and you'll probably scuttle their legs off. Shins and thighs are sent flying depending on where you hit.



4. Nether regions

We doubt we'd look like Bob Downe telling a rude joke if we were hit in the nads with a shotgun. But catch them in the pants and this is the gum they pull.



"Get on your knees, scum!" Your NYPD buddies capture a terrorist.



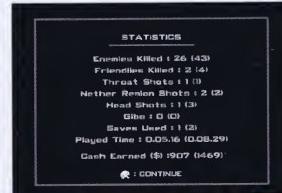
The levels look okay, but the frame-rate is jerky.



The story might be daggy, but it's the lashings of blood that will sell this game – not the narrative.



Most of your time is spent seeking out delicate cranial-shattering moments like these.



CONTINUE



Multiplayer mode becomes unmanoeuvrable when you get a full house.



Ah, the old 'zoom in on the head' trick...



Sometimes you get stuck on ladders.

the same, but this somehow adds to the (thankfully anonymous) satisfaction of wholesale slaughter. Although some bits are reminiscent of Metal Gear Solid, such as the 'stealth meter' and the ability to peek round corners, neither seems more than a token nod to Konami's classic title. Very few missions require you to actually sneak around, or use any strategy apart from shoot, reload and shoot.

When it comes to the control system, *Soldier of Fortune: Gold Edition* tackles the old problem of being able to move, look and fire six different weapons at eight different baddies at once, as best it can. But that's not saying much. When you first pick up a weapon during the game's target practice training session, you realise with horror that aiming your weapon is like trying to knit using a drainpipe. Thankfully, once the game begins, an auto-alarm feature kicks in and does most of the work for you. Without this, you'd be snookered.

But then enemies have next to no artificial intelligence. Soldiers don't run or seek cover, and the whole thing's a bit like blasting ducks on a (very gory) fairground ride: the baddies pop up in the same places each time. That's not necessarily a bad thing, though, because knowing where to aim means you get better with each play. Lazy programming perhaps, but it's still fun being able to blow your opponents' brains out before they've even had a chance to aim. Sadly, when multiple enemies appear, things often get so choppy it's difficult to hit a barn door, let alone a soldier's left temple. And that's in Single-player mode; in

Multiplayer mode it's even worse. With four players plugged in, the game croaks along at a barely playable two or three frames per second. The option to throw in half-a-dozen computer bots slows the engine down so much that it practically has to sit down and catch its breath. It's far worse even than N64's ancient *GoldenEye*.

Soldier of Fortune: Gold Edition is a fairly shoddy port of a PC title that was great two years ago, but is now showing its age. The ageing *TimeSplitters* moves considerably better. With two 18 certificates and a blood-and-red 'mature content' splash screen, Codemasters' title promises the ultimate gorefest – but once you grow tired of shooting people in the armpit and picking off people's heads, the gameplay rapidly goes downhill. With poor graphics and no AI, it's a classic case of gore before gameplay. □ Ian Harris

SOLDIER OF FORTUNE: GOLD EDITION

- Why we'd buy it:**
- Bits of people spilling all over the place
 - Good fun shooting soldiers in the scrum

- Why we'd leave it:**
- Chronic slow-down and hazy graphics
 - Doesn't look much like a PS2 game

No-brainer first-person shooter that's average at best. Desensitise yourself to the violence and there's not much left.

Graphics	Barely up to PS2 quality
Sound	Moody and atmospheric background music
Gameplay	Satisfying at first, but ultimately unchallenging
Life span	Lots of levels, but no real replay value

05
05
05
05

PlayStation.2 VERDICT

Q&A

JOHN F. MULLINS

Sam Richards talks guns, guts and games with real-life soldier of fortune John F Mullins.



Born in Oklahoma in 1942, John F. Mullins joined the army straight out of school, and trained to become a paratrooper before joining the Green Berets Special Forces. After rising to the position of captain while serving in the Vietnam War, he retired from the military and offered his services for hire. Working for a number of governments and civilian organisations, he has been involved with VIP protection, asset recovery and hostage negotiation. He's now a published novelist and a high-level consultant, as well as a fictionalised character in *Soldier of Fortune: Gold Edition*.

How would you describe the vocation of John F. Mullins as he appears in *Soldier of Fortune: Gold Edition*?

A craftsman sure of his tools. When you have a brain tumour, you get a neurosurgeon. When you have a nasty divorce case, you get an attack dog for a lawyer. When you get a situation that calls for the surgical application of firepower, you call John F. Mullins.

How closely does the game reflect the experience of your career?

Few situations can be solved by singleshot. That being said, sometimes it is far better to go in with one man than with a crew. You always attempt to get in, do the job, and get out without attracting any attention at all. That's easier solo.

How does this game reflect the serious nature of your undertakings?

If anything, it understates the seriousness of the threats that face us in today's world. There are far worse things out there than the occasional errant nuke.

What's your personal view on the videogame-causes-violence debate?

It's out of control. People who talk about the violent tendencies of today's youth obviously haven't studied history. Youth today is less violent than in practically any period in the past. The concern is that we have the information media slavering to present the latest victim, complete with blood for the edification and entertainment of the viewing public. And, of course, a lot of people are making a living from it. Completely undistinguished writers now find themselves television darlings because they rail about how "we are conditioning a generation of killers." Bushwhack. And I use that word only to be polite.



Take on John F. Mullins' experienced virtual persona as you strive for gross-out carnage.



Vampire slayers unite

Load up with ammo and join the quest to release a medieval village from the grip of bloodthirsty vampires. Blast away with one or two players through waves of immortals intent on spreading their cursed bloodline. But beware, as you near the climax of your hunt, a horrifying secret will be uncovered. Arm yourself with Vampire Night, also available bundled with the G-con™2 gun. It's the only shooter with bite and it's only available on PlayStation®2. www.vampire-night.com



namco

G-con

M
15+
MATURE
CONTENT

PlayStation 2
THE THIRD PLACE



It's two against seven in the Blackburn penalty box, but even that won't be enough to prevent Barca from scoring – it's virtually impossible to dispossess CPU opponents.

DAVID BECKHAM SOCCER

Is Beckham's PS2 debut golden? Or just balls?

Publisher: Rage
Developer: Rage
Price: \$99.95
Players: 1-4
Out Now
Web site: www.rage.com/davidbeckhamsoccer
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: Multitap



Writing this review during the World Cup and trying to make it sound topical is a daunting experience as it is impossible to gauge how England's Golden Boy Captain will be perceived by the end of it. Hero? Villain? Will he perform at the 'business end'? One thing's for sure, this game certainly won't come close to enhancing its popularity amongst soccer-loving gamers.

With Pro Evolution Soccer scoffing all the plaudits, it's baffling why other developers don't just try to emulate the gameplay of Konami's title whilst pouncing and bulldozing on its few flaws in an attempt to bring us the 'ultimate' football game. Instead they try to convince us that we need a more arcade [read: shoddy and facile] alternative that we can just 'pick up and play'. Of course, ultimately, we just want to play a football game that replicates the intelligence of build-up play and the euphoria of scoring a goal.

The gameplay of David Beckham Soccer is pure football-on-ice – the players glide around at super speeds with the ball stuck fast to their feet. Tackling is a nightmare with most lunging challenges failing to make contact at all. Expect to leak numerous goals until you begin to comprehend the implausible pace and ineptitude of the control system.

For a game that is supposed to encompass everything about Beckham's talent [the tagline is: 'Train like him. Play like him. Be him.'], it's riddled with helious schoolboy errors. Aside from the shoddy physics, those score-every-time 'sweet spots' are here in abundance and the CPU AI strips out any shred of unpredictability from the matches. A classic example occurs every time you take a corner. With Joypad symbols appearing above the heads of key players in the box, opting to cross to the same player over again produces Identikit responses from both your striker and from the opposing goalie who tips his effort round the post with Groundhog Day regularity. Amazingly, we

racked up 12 consecutive corners in this manner before our computer-controlled opponent managed to clear the ball upfield, more by accident than by intent. Also on the pitch, the game grinds to an agonising halt while crude-looking cut-scenes are loaded to coincide with goals, bad tackles and bookings while Beckham himself is the only player that bears any passing resemblance to his real-life counterpart – both in name and appearance.

Not the resounding success story to mirror the life of the superstar endorsee then, which is a great shame because the backroom elements of the game are sound. There are ten Cup and League competitions to compete in, plus a collection of interesting challenge modes in which you are thrust into pivotal matches of yore and must overcome seemingly impossible goal deficits to turn the tides of success in your favour – the most classic example perhaps being the 1999 Champions League final.

The raft of games modes and the ability to edit teams and players to your heart's content are commendable efforts to add depth. Sadly, there's no disguising the fact that David Beckham Soccer plays a shocking game of soccer. And without a solid foundation to build on, relegation from the PS2 premier league is inevitable. □ Ryan Butt

DAVID BECKHAM SOCCER

Why we'd buy it:	- Rammed with teams - Includes a great Edit mode - We love Posh	Why we'd leave it:	- Plays a shocker - Looks like trash	Peddling a decrepit PSone footy engine in Beckham's name was never going to work – it draws attention to the fact that superstar endorsements often disguise a crap game.
Graphics	Generally grody, with lifeless players	Sound	Rousing anthems, and commentary is okay	
Gameplay	Relatively speaking, it's very poor	Life span	Plenty of game modes	

PlayStation 2 VERDICT

THE RIGHT STUFF

It may be languishing in the lower leagues of console football, but DB Soccer sports several worthy original features missing from other footy greats.



1. Target practice
The training mode invites you to loft crosses at targets and smash panels with free kicks. Crude, but strangely addictive.



2. Editable Everything
Create a team, name them, construct a stadium and then design your own kit – right down to the club crest. Pro Evo needs one of these!



3. Team Player
The game features over 150 different teams. Okay, all the player names are wrong [apart from Beckham's] but that's still 100 more teams than Pro Evolution Soccer.



4. Challenges
Not more than 31 goals past American Samoa as Australia pip Liverpool to the 89/90 title by winning with Arsenal by more than one goal – fine stuff that harks back to ISS Deluxe on the SNES!

And a couple of unworthy inclusions...



5. Shameless Advertising
Intrigued by the 'Adidas Boot Life' option? Don't be. It's just a cunning ploy to flog you some of Beckham's exorbitantly priced footwear.



6. This Is His Life
Catch up on a potted history of Beckham's life so far, complete with low-res, grainy, out-of-date pictures.



The cut-scene graphics are very low quality.

REVIEW

BRITNEY'S DANCE BEAT



BRITNEY'S DANCE BEAT

Britney fits videogame stardom into that period between being a girl and not yet being a woman.

Publisher: THQ
Developer: Metro Graphics
Price: \$99.95
Players: 1-2
Out: Now
Web site: www.thq.co.uk
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: Dance mat



She's a pop icon. A top-five Internet search request [usually alongside the word 'topless']. She's tried to write a novel, starred in her own movie *Crossroads* and even owns a New York restaurant. And now you can get a little bit of Britney on your console. *Britney's Dance Beat* has been designed to tempt PS2 gamers on two levels. On the one hand, it's a packaged extension of Britney's brand and image; an opportunity for the princess of pop to add videogame sales to record sales. On the other, this brightly-coloured Bust-A-Britney is another worthy addition to the ever-expanding rhythm action genre. In short, *Britney's Dance Beat* plays on your ability to push Britney's buttons and on her ability to push yours.

Like most rhythm action games (most recently *Mad Maestro*, *Gitaroo Man* and *Frequency*) the gameplay looks simple enough. Each audition in *Britney's Dance Beat* is a test of your hand/eye coordination and your ability to push the joypad buttons correctly (or prance around a plastic dance mat) in fast-paced sequences.

In the game, eight buttons are utilised – the **Ⓐ**, **Ⓑ**, **Ⓒ** and **Ⓓ** buttons on the right of the joypad, plus the four D-pad directions on the left. At the bottom of the screen, a rotating bar spins clockwise within a light blue dance dial. As each song starts to play, shapes appear on the outside ring of the dial, while D-pad directions appear on the inner ring. When the rotating bar passes over one of these symbols, you have to press the corresponding button to increase your Combo points score.

The fewer mistakes you make, the higher your score rises and the better your character dances. In each audition you compete against a rival dancer. A gauge at the bottom of the screen shows who's currently winning the dance-off [ie, who has made the least amount of mistakes and has racked up the highest Combo total]. Like other rhythm action titles, it's all about getting the timing right and about having good reflexes, as a constant cascade of shapes and D-pad directions coalesce into a hypnotic Simon Says. Things start off fairly slowly with ... *Baby One More Time*, then speed up slightly with *Stronger*, before getting a little more up-beat and frantic with *I'm A Slave 4 U*. By accelerating the beat with each new song [so the symbols appear faster and more often] and increasing the speed of the rotating bar [shortening your reaction time] the basic button tapping gets more and more difficult.

FLIRTY DANCING

Raising the difficulty level by using faster songs and more symbols is only the start. The game features a total of ten auditions – the first five use shortened mixes of the featured songs, the last five challenge you to dance the full-length versions. The early auditions only throw the four Sony shapes at you. Those that follow add the D-pad directions and then tricky shape/D-pad direction combinations [ie, hold **Ⓐ** and **↔**]. And if this wasn't challenging enough, in some auditions the symbols morph unexpectedly into different symbols just before the rotating bar reaches them. In others, the symbols move positions on the dial.

Back story

In amongst the logos, you'll discover that *Britney's Dance Beat* has been developed by veteran rhythm-actioners Metro Graphics. This is the same company that collaborated with Enix on the PSone's dance-em-up original *Bust-A-Groove*. Still one of the finest time-wasters ever...



As the game progresses, you'll have to cope with nasty combinations of shapes and D-pad arrows.

No matter where the camera moves, keep your eyes fixed on the rotating bar in your dance dial.



BOP IDOL - THE FIRST AUDITIONS

The rhythm action mechanics are draped over simple premise: Britney is holding auditions to find dancers for her forthcoming tour. Will you be good enough?

CHARACTER SELECT



Six virtual gyrators have turned up to try their luck – three men (Rob, Dan and Enrique) and three women (Elisa, Leanne and Carla). By choosing one of these characters, you can take part in ten increasingly difficult dance-offs.



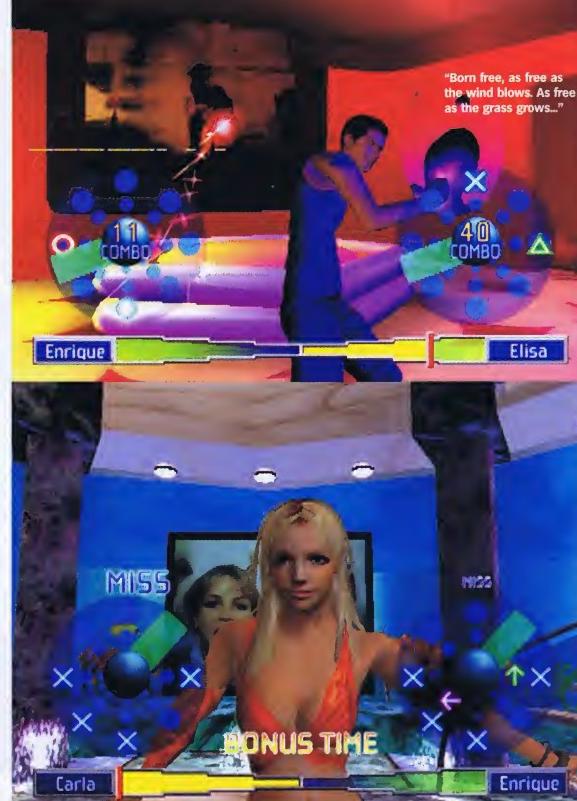
Dancing is a case of rapidly tap-tapping the joypad buttons to match the sequences of shapes and D-pad directions that appear on-screen. See a press the button when the rotating bar moves over it. See a , you get the idea.

MUSIC SELECT



And because this is a Britney game, you perform all this crazy repetitive button pressing to the beat of five of her best-known tracks – ...Baby One More Time, Oops! I Did It Again, Stronger, Overprotected and I'm A Slave 4 U.

The eighth audition... but that cow Elisa is just too damned good. You need lightning reflexes.



The left-hand dancer has an easy sequence, but the right-hand groover could be in trouble...

A cascade of shapes and D-pad directions coalesce into a hypnotic Simon Says

to try to catch you out – break your concentration, and you will ruin your Combo score.

Each of the auditions is a dance-off against a rival character, so your button pressing can directly affect how your opponent dances and vice-versa. Successfully build up a giant Combo sequence and you'll send fizzing power-ups across to the rival dancer. These charge the character's own dance dial, adding extra symbols to make their sequences even more complicated. With all this in mind, auditions eight, nine and ten get so difficult, with such a rush of shapes and arrows, that winning requires almost Jedi-like reflexes. Similarly, because the accuracy of the opposing dancer affects the symbol sequence on your own dance dial, you can't learn the sequences in the Practice mode and just hope to tap them out perfectly. Beating *Britney's Dance Beat* requires an immense amount of practice, dexterous joypad ability and a surprising degree of skill.

Your reward for playing the single-player game is that your points total unlocks behind-the-scenes footage from Britney's recent concert tour, plus interactive video where you can rotate the camera through 360 degrees. Only avid Britney fans (and we're talking the pencil case and lunchbox collectors here) will be impressed. To be honest,

three of the jump-cutting backstage peeks look much the same. There's only so many times you can watch the pop princess ride a scooter or chat with the huge security guards.

The two-player mode provides a little extra depth, but with only five featured songs (short and long versions) and only fleeting appearances by the questionable virgin herself, there's not enough longterm gameplay for rhythm action devotees. It's also worth noting that you spend so long staring intently at the dance dial, you don't have time to take in the motion-captured choreography or the effervescent lighting. Without a Replay mode, you'll have to watch a friend play before you can get a good look at virtual Britney.

Fun, hypnotic and frustratingly tricky on those later levels, *Britney's Dance Beat* puts a little pop pizazz into the rhythm action genre. Fans of Ms Spears will no doubt overlook the game's lack of depth. The rest of us shouldn't. □ Dean Evans

BRITNEY'S DANCE BEAT

Why we'd buy it:

- Because Britney Spears is brilliant
- Britney Britney Britney!
- We love you Britney!
- Phwoocar!

Why we'd leave it:

- Challenging but shallow
- Rhythm action
- No rewards for casual Britney admirers

Rhythm action fan + Britney fan = *Britney's Dance Beat*. It's a simple and extremely tightly focused equation.

Graphics Good motion-captured dancers

06

Sound Five songs. Again. And again. And again

06

Gameplay Circle, square, triangle, oh bugger...

07

Life span Ten auditions (and number ten is a bitch)

06

BACKSTAGE PASSES

Complete an audition and you gain a points total based on your performance. As this total rises, you are awarded backstage passes that allow you to unlock and view exclusive behind-the-scenes Britney footage.



The backstage footage consists of five minutes of jump-cutting, rough-edged video. Not very interesting.



On to rehearsals. More video clips to the s-sound of a Britney remix. An interview would have been nice...



This grainy footage is from a 360-degree view of the concert. Use the analogue sticks to zoom and pan.



A game of three Britneys – CG Britney (above), 3D Britney and video Britney.

PlayStation 2 VERDICT



Pretty 3D visuals, but not much of a game.

Swim up close to explore
The wreck of a ferry.



The land-based RPG bit. Point-n-click to advance the story.



Ping. Swim. Ping. Ping.
Swim. See fish. Swim.



Use your camera to photograph anything you find
in the turquoise murk. Strange place for a van...



EVERBLUE

Capcom's deep sea disaster sleeps with the fishes.

Publisher: Capcom
Developer: Arтика
Price: \$99.95
Players: 1
Out: Now
Web site: www.capcom.com
60Hz mode: No
Widescreen: No
Surround sound: No



Here at OPS2 Towers, we pride ourselves on applauding innovation and are always intrigued by new gaming concepts, but sometimes developers take the piss. There are usually good reasons why certain genres have never been explored. Would you buy a game set in the exciting 35mph world of Australian lawnmower racing? Or a title that simulated the late night thrills of supermarket shelf-stacking with 3D graphics and realistic produce damage modelling? No, and quite sensibly, no. So what on earth made Capcom think that it could get away with a diving game RPG?

Back story
Arтика, the company behind the Street Fighter EX series (Street Fighter EX3 on PS2) is the studio responsible for the ambitious Everblue. The game has been out for a few weeks already, so the fact that OPS2 didn't see a preview copy speaks volumes about the game's overall goodness.

Like a pig with wheels or a seagull with a bombsight, Everblue is a strange beast. On one hand, it's a simplistic RPG/adventure. Set on the island of Daedalus, you play rookie diver Leo. Your immediate world is a series of land-based locations where you can talk to the locals, sell any items you've found during your dives and purchase new sub-aqua equipment. A story unfolds as you point-and-click these sun-bleached backdrops, taking you from shallow sand sifting to deepwater wreck salvage. Like an RPG, you often have to talk to character A and find item B to give to character A before the story will advance another fathom. As the story unfolds, more locations become available, offering new characters and new information, and in turn new items and undersea destinations.

The repetitive bulk of Everblue takes place underwater. Viewed in first-person 3D, you dive into murky water thick with sea-gunk, surrounded by darting fish, inquisitive dolphins and sand-scuttling spider things. Think of it as the hazy-blue watery world of Bass Strike but on a much larger scale. It's certainly atmospheric – the wheeze of

regulated breathing, the blub-a-lub-blub of rising air bubbles. You feel like Darth Vader enjoying a Mediterranean scuba holiday while the Death Star is under construction. To make things interesting (and with a nod to realism) your ability to dive is restricted by your equipment and your strength, both of which improve as you play. Regular diving increases your stamina bar, allowing you to swim further; while new equipment (bigger air tanks, fins, better wetsuits) enables you to stay underwater longer, swim faster and dive deeper.

Exploring the sunken wrecks with torchlight piercing the drowned corridors and cabins has visual echoes of Titanica, but there's often little more to Everblue than random undersea treasure hunting. Armed with a sonar device that can be modified to detect different types of elements (ie, wood or metal) you spend much of your time swimming towards distant sonar 'pings', hoping to dig up more than an old umbrella or a discarded fishing lure. It's like searching for a needle in a haystack – painfully slow and tedious. This, by the way, is not much of a game. □ Dean Evans

DOWN, DOWN, DEEPER AND DOWN

With your undersea exploits limited by stamina and air supply, you need to make the most of your time at the bottom of the ocean. Welcome to the futile search for buried treasure.



1. The Daedalus Sea is huge, ranging from ten-metre shallows around the island itself to the 90-metre depths of the open ocean. To search for treasure, simply press **triangle** to activate your sonar and swim towards the ping. The time it takes for the sonar ping to echo back gives you an indication of its distance from you.



2. Wrecks require a different approach. Keep an eye on your strength as you search the sunken vessels – you don't want to break a leg with only five minutes of air left. Leo can only carry items up to a certain weight, so choose your bounty carefully. When you return to land, you can then have it appraised to see whether it's trash or treasure.



Obtain better scuba gear and dive deeper.

EVERBLUE

Why we'd buy it:
- It's the only diving game on PS2
- We can take the game back within ten days of purchase...

Why we'd leave it:
- Painfully slow
- Too much exploring, not enough spearfishing action
- There's some paint drying on a wall over here, come see!

Curious? Don't be. We applaud Everblue's bold inventiveness as we walk it along the PS2 plank and feed it to the sharks.

Graphics	Hazy-blue water; Boss Strike fishy 3D	06
Sound	Kill the man with the electronic organ! Kill!	02
Gameplay	Dive, dig, towel-dry, sell. Repeat until bored	02
Life span	A whole, mostly empty ocean to explore	02



PlayStation 2 VERDICT



CRASH TEST DUMMIES
The publisher boasts of sophisticated car damage, but playing the game for six hours solid, we have to say we didn't notice it. So we bought a flashy new Vauxhall Astra and went about seeing just how much punishment the car could take before it finally exploded.



RALLY CHAMPIONSHIP

The hotly contested rally season claims its next mangled casualty.

Publisher: SCI
Developer: Warthog
Price: \$99.95
Players: 1-4
Out: June
Web site: www.sci.co.uk/games/rally/championship/ps2
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: MultiTap



With no less than eight rally games revving up for release this year, among them such hand-tuned heavyweights as Colin McRae and the safe bets of V-Rally 3 and the Inevitable World Rally Championship sequel, competition for your cash is fierce. Taking an early lead as the second of these games to wheel-spin off the starting line is SCI's Rally Championship.

Featuring 29 officially licensed cars, 24 varied stages and a smattering of real-life drivers, the impressive credentials for Rally Championship put it up there among its more eagerly anticipated peers. But it's the carefree arcade handling and eye-watering speed that make it so enjoyable, albeit only for short while. After taking the wheel for the first time and rippling through a few of the well-structured courses, our thoughts turned to the possibility of a photo finish to separate this offering from the big boys – but then after prolonged play it blew a gasket, spun uncontrollably off the track and was thus found out as being the gutless pretender to the crown that it really is.

Although never boasting of any great realism, we have to take issue with a succession of aesthetic blunders that hamper any aspirations the game had of getting anywhere near the winner's podium. Would a string of trackside flags assume the same properties as a metal crash barrier when you plough into them? Would race organisers attempt to make the tracks more challenging by dottting strategically placed parked cars on a blind bend? And wouldn't you lose a little speed if you hit the side of a bridge, instead of ghosting through it like it wasn't even there? Admittedly, some of these aspects would have probably been overlooked had we not been extra vigilant in our aim to determine the best rally game out there because Rally Championship is enjoyable to play.

It looks the part with a vast draw distance, well-textured surfaces and lots of subtle mud-splattering effects. Your car also suffers noticeable damage when you hit a hazard and lose control on an embankment to send it rolling down into a neighbouring field. However, despite being warned of vital components being damaged in such accidents, the performance of your car never seems to deteriorate. Likewise, despite having a packed forecast of cars to choose from (you must win races and buy them) they all handle too similarly to warrant much experimentation. The only real improvement with each hike in category is the speed, and although you can tweak the suspension, steering and brake response, you won't even need to change your tyres until you're on the final track of the first championship – a good hour and a half into the game.

Rally Championship is a passable introduction to the genre and novices would undoubtedly benefit from the ease of use and crisp handling, but what with the throaty purr of McRae's Focus echoing over the hills, serious drivers would be best advised to wait a little longer for the undisputed king to reclaim his crown. □ Ryan Butt

RALLY CHAMPIONSHIP

Why we'd buy it:
- Provides a good, suitably slippery arcade feel
- Varied courses and 29 licensed cars

Why we'd leave it:
- Not very realistic
- Not much lasting appeal
- We'd rather wait for Colin McRae Rally 3

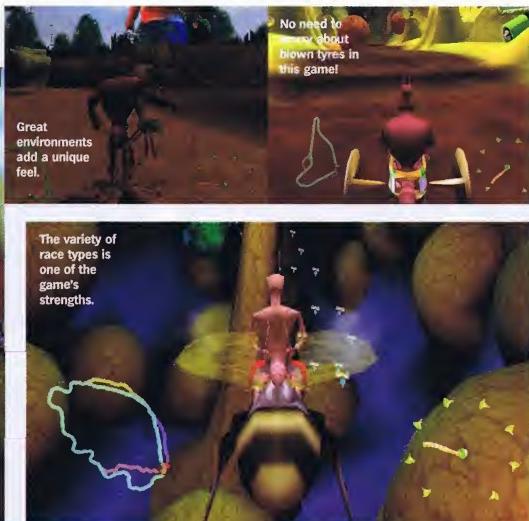
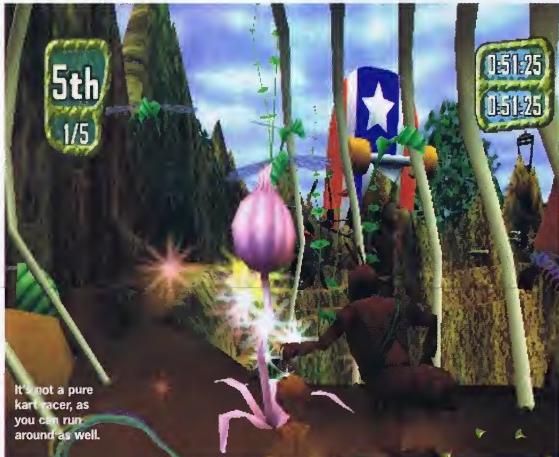
A fast-paced, playable racer, but ultimately, its true worth is only to while away the time until McRae arrives.

Graphics	Fast, detailed. Impressive pop-up free horizon	07
Sound	Forgettable tunes are drowned out by engines	05
Gameplay	Gripping, satisfying but aesthetically flawed	06
Life span	Plenty of races, but it won't challenge the pros	06

PlayStation 2 VERDICT



06



ANTZ EXTREME RACING

Another animated movie licence goes karting, but do you really want to go along for the ride?

Publisher: Vivendi
Developer: Empire Interactive
Price: \$9.95
Players: 1-4
Out: July
Web Site: www.empireinteractive.com
60Hz Mode: No
Widescreen: No
Surround Sound: No

Back story

Empire Interactive already has a number of PlayStation2 titles under its belt like *Stylish G-Con blaster Empire*. This is the company's most impressive effort yet but it was also responsible for *Victorious Boxers* and the quirky *Kurt Kurl Mix*. Surprisingly, El has also secured the rights to bring Sega classics *Crazy Taxi* and *Virtua Tennis* to PC.



Taking movies that have absolutely nothing to do with racing and turning them into karting games seems about as logical as *Harry Potter*, *Golf* or *Star Trek Scrabble* but that never stops the developers. It doesn't matter how unsuited the movie's plot is, nothing is safe. *Star Wars*, *Toy Story*, *The Muppets* and Warner Bros cartoons are just a few of the recent victims.

So what happened when Empire Interactive scored the rights to an aging animated movie licence that had nothing to do with racing? It doesn't take much to work this one out. You guessed it: *Antz Extreme Racing*.

Putting aside the developer's dubious brainstorming skills, *Antz Racing* does at least add a few new wrinkles onto the established formula. As well as racing with karts, the characters ride on the backs of crawling and flying bugs, race on foot and even slide down muddy mole hills on leaves.

Everyone knows karting isn't any fun without weapons. Machine guns and heat-seeking rockets wouldn't fit and banana skins and turtle shells would be too predictable, so these *Antz* use killer bees. Drive over a flower on the track and your character will be randomly equipped with one of the many trained bees. Green bees fly after the leading racers and sting them; red bees drop suspicious looking mounds of stuff on the track; purple bees, being related to those bugs on the V commercials, give you a rocket boost; and for some unexplained reason white bees surround your character in a protective shell for a few seconds.

The variety of action on offer in *Antz Racing* does edge it a little ahead of the majority of karting clones out there. The go-kart levels feel disappointingly familiar but the on foot races change the style completely. The emphasis in these races is to jump over hurdles made out of grass fences or to hop across stones in a pond, while avoiding obstacles like the searing beam of a magnifying glass or the deadly split of a fly swatter. Aiming the fly swatters and magnifying glasses are troublesome kids who appear hundreds of metres tall to the pesky *Antz*.

These kids also do a good job of hammering home the realism of the miniature world of the *Antz*. Nothing

makes you feel small like being blown halfway across the course by a gust of wind caused by the stomping feet of a brat throwing a tantrum.

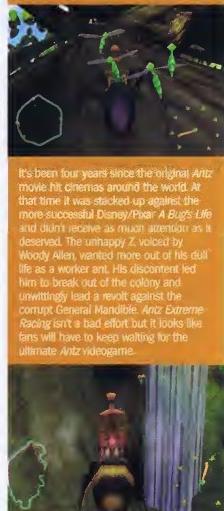
The SSX influences are apparent in the snowboarding-style levels in which characters board down mudslides using leaves. In this mode tricks like 180 degree spins can be used to trigger handy turbo boosts. Unfortunately, that's as far as the similarity goes, because after a few runs the novelty value is lost to the sluggish controls.

Other than the disturbingly inconsistent frame rate the game recreates the movie's visuals well. A decorated *Antz* war hero speeding through a jungle of towering grass stalks and huge pebbles on the back of a dead beetle is as confusing as ever but at least it looks accurate.

Probably the most surprising thing about *Antz Extreme Racing* is the quality of the background music. Instead of a dull collection of drum-heavy tunes, the developers have recorded a really catchy collection of tribal pieces that suit the earthy feel of the game perfectly.

Antz may not blaze over the finish line ahead of every other PlayStation 2 karting clone but it's neck and neck with most of the contenders. To date, it's as entertaining as any karting game available. Mums after a solid kids title should consider *Antz* but any racing fans old enough to tie their own shoes should look elsewhere. □ Narayan Pattison

ANTZIPTION



ANTZ EXTREME RACING

Why we'd buy it:
- Accurately recreates the look of the movie
- Decent four player mode

Why we'd leave it:
- Lacks any originality
- The insect-inspired weapons are lame

It's far from extreme, but *Antz Extreme Racing* is a bit of decent fun and it serves a treat when it comes to keeping the kids busy.

Graphics	Looks nice but loses points for frame rate	07
Sound	Excellent background music	09
Gameplay	Rates alongside similar kart games	07
Life span	Decent gamers will easily conquer	06



PlayStation 2 VERDICT



The Rail Gun will produce huge explosions on later stages in the game.



It is possible to zoom in on enemy infantry and sever limbs to comic effect.

Master the controls in FireBlade and the destruction will become very satisfying.



Carry on camping? Not with flammable tents.

Several views can be selected to enhance your enjoyment.

GIZMOS AND GADGETS

FireBlade boasts a number of delicious devices with which to enhance the power of your magnificent chopper:



Hit **□** to operate the Cloaking device. Everything slows down, but you get the opportunity to sneak behind enemy lines.



Press **□** to zoom in on distant enemies. On some missions it's possible to take out sentries, allowing your forces to sneak into enemy bases.

FIREBLADE

It's not the size of your chopper, it's what you do with it that counts.

Publisher: Midway
Developer: Kuju
Price: \$99.95
Out Now
Players: 1
Web site: www.midway.com
60Hz mode: No
Widescreen: No
Surround sound: No



Remember the seminal Desert Strike on the Sega MegaDrive? Its mix of arcade action, tactical depth and slightly dodgy gung-ho morality made it the most famous helicopter videogame since Choplifter. There have been many valiant attempts to dethrone Desert Strike since its release in 1992, but, arguably, none have succeeded. Even Core Design's polished Thunderhawk series failed to introduce many gameplay innovations.

The first thing to note about FireBlade is that it has many similarities to Desert Strike. The emphasis is firmly on quick reflexes and large explosions. Weapon targeting and selection is similar and there's even the ability to take out secondary targets should you wish. But, most importantly, it feels like Desert Strike - which is no bad thing. Whether or not Kuju consciously made the decision to adopt similar gameplay mechanics to the classic MegaDrive title is open to debate. However, seeing several enemy units explode under your machine gun-fire certainly delivers the same level of satisfaction.

And now for the plot - or, to be more accurate, lack of it. Thankfully, Kuju has kept the cut-scenes and dodgy morality to a minimum. Although there is a gossamer thread of a story to link the missions together, all you really need to know is this: red side bad, blue side good. Rather than detract from the experience, the decision to concentrate solely on the gameplay proves particularly refreshing.

A number of innovations put FireBlade ahead of the competition. EMP bombs, a cloaking device, turbo speed and telescopic weapons for picking off distant targets empower the player with a chopper to shame even Jan-Michael Vincent. You also get the opportunity to man two kinds of

helicopter: the Vendetta (an attack chopper with superior firepower) and the Talon (a transporter craft with the ability to pick up troops). Although the player doesn't actually get to choose which helicopter to use, the varied weapons, gadgets and craft to the missions.

At first, the controls can be quite difficult to get used to. The left analogue stick controls the rotation and forwards thrust of the helicopter, while the right allows the player to strafe and increase/decrease altitude. But one of the pleasures of FireBlade is eventually learning how to master the Vendetta or Talon. Once you begin to skillfully dip underneath enemy missiles and strafe around dangerous targets unleashing a lethal payload in the process, the game really comes to life.

The major criticisms of FireBlade are that it's visually uninspiring and too short. And though it's possible to go through and win all the medals, it's debatable whether this is worth your time when there are so many other good PS2 games on the market. This will be a blast for Desert Strike fans, but may not appeal to everyone. □ Mark Walbank



Pressing **□** calls up your Thermal mode. This device lets you spot enemy infantry - even in the dark.

□ sends a ray of energy towards enemy vehicles. This will surround them with a blue glow and totally disable them for long periods of time.

FIREBLADE

Why we'd buy it:
- Satisfyingly destructive
- Neat gizmos and gadgets
- There are few helicopter games around

Why we'd leave it:
- It's a tad too short.
- Visually bland, with muddy textures
- No Jan-Michael Vincent

A refreshing arcade-style shooter with plenty of novelty gadgets to keep things varied. Just a pity it's not very pretty.

Graphics | We expect better on PS2 these days
Sound | Great explosions, terrific gunfire
Gameplay | Solid destructive mayhem
Life span | Little replay incentive

25
28
27
26



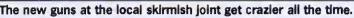
PlayStation 2 VERDICT

REVIEW

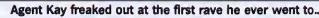
MEN IN BLACK 2



Playing in the garden isn't like it used to be...



The new guns at the local skirmish joint get crazier all the time.



Agent Kay freaked out at the first rave he ever went to...



Lucky for Planet Earth, the Men in Black spent a lot of time at the Royal Easter Show perfecting their aim.

MEN IN BLACK 2: ALIEN ESCAPE

The Men in Black try and teleport the fun of old school shooters into the current 3D arena.

Publisher: Infogrames
Developer: Melbourne House
Out: Now
Price: \$99.95
Players: 1
Website: <http://www.mib2game.com/>
60Hz Mode: No
Surround Sound: No
VidScreen: No



In the new 3D age of gaming the mindless shoot-em-up seemed to be going the way of the dodo, a shame considering shoot-em-ups like *Contra* and *Raiden* are amongst the best of all time. Seeing this deficiency in the market, Infogrames and Melbourne House have fused the idea of a cognitively demanding 3D shoot-em-up with the new *Men In Black 2* license. The mixed results show some teething problems.

You jump into the game to observe an intergalactic prison ship crash into Earth and release a large number of criminal aliens. It's a typical *MIB* styled story. Agents Kay and Jay, are modelled after Tommy Lee Jones and Will Smith respectively. From here you select which agent to use and are then thrust into a 3D environment, packed with aliens to dispatch. The game looks fine, and features decent cartoonish textures layered on simple linear levels, the aim of course not having to navigate through tough obstacles or solve puzzles, but rather to shoot just about everything. It's here that the game reveals its first flaw – gameplay.

Now, a straight shoot-em-up, needs to have solid yet simple gameplay that does the whole 'point, shoot and dodge' thing really well. *Alien Escape* lacks this. Using a 3rd person perspective, players will immediately find unintuitive controls. Instead of using both the Dual Shock's analogue sticks to aim, *AE* has you controlling the direction of your character with the D-pad or left analogue stick, whilst you strafe with the shoulder buttons. There are a few things wrong with this. Firstly when coming up against some heavy fire you can't turn quick enough and find cover and secondly, you don't have any way in which you can manually aim up or down. As long as you aim towards an

opponent the auto-aim will do the rest, but this removes the principal element of 'aiming' from the game, crucial to creating the fun-factor in a 3D shoot-em-up. The control of your character is further hindered by the insertion of a roll instead of the usual jump move that would have provided players with that extra dodge ability. *AE* lacks the fun of running into a melee with your guns blazing whilst you continually jump around your opponents, spraying them with plasma rays. The player ends up entering a fray and feeling locked in to using the sluggish strafe moves as the only means of avoiding enemy fire.

Apart from the mandatory weapon power-ups a cool feature that the guns possess is a lock-on function, where you hold the fire button down till a target pops up on your hunted foe. Unfortunately for *AE* the game gets dull far too quickly. There are too many levels where the game just has the player move through it, taking out enemies and that's it. Granted there are a few boss encounters and these are welcome, but *AE* needed to bring some original ideas to the table, as well as a decent control scheme. □ James Ellis

WEAPONS

No matter what criticisms can be pointed at it, the weapons of *MIB 2* are definite strengths.



MIB 2: Alien Escape seems to be a bit cheeky in relation to how it tries to appear longer than it really is. The game offers the player two characters to play the game through with; Agent Jay and Jay, but they're not differentiable. One is better than the other, but the pack better weaponry but overall the unexciting gameplay remains constant. With the ability to save available throughout the game combined with five levels in the main game, *MIB* won't take the consummate gamer too long to finish. That said, there are some additional training levels but strangely you have to unlock them as you progress through the main game.

MEN IN BLACK 2: ALIEN ESCAPE

Why we'd buy it:
- some brain-busting fun to be had
- MIB fans might dig the style

Why we'd leave it:
- unattractive and sluggish controls
- gets boring quickly
- Max Payne is better

Some nice effects in this game can't save it from eventual monotony. If you like shoot-em-ups though, it's probably worth a rental.

Graphics | The cartoonish textures work with the title
Sound | Weapon effects look great
Gameplay | Voice-overs fit right into the *MIB* universe
Life span | Gets boring far too quickly

06

PlayStation 2 VERDICT

REVIEW

TOP ANGLER :: IRON ACES 2: BIRDS OF PREY



The missus is going to be real pleased once you haul this gem through the front door...

It's a good thing that these fish are so damn hungry... No need to worry about snags either!



The weather's not like a day in Queensland...

TOP ANGLER

Pack the fish repellent and taylet paper Mahmi Whees are gohna fishin'!

Publisher: Xicat Interactive [US]
Developer: Sims
Price: \$49.95
Players: 1
Out Now
Web Site: www.xicat.com/games/TopAngler.htm
60Hz Mode: No
Widescreen: No
Surround Sound: No



Aiming to highlight the fun of fishing by trimming down the boring bits, *Top Angler* tries to be the *NFL Blitz* of fishing games. The presentation

instantly feels as though it would be right at home in an arcade, as players are whisked straight from choosing one of the game's modes including Arcade, Tournament, Challenge and Practice to being thrust out on a dingy amidst stagnant water, ready to select a lure and cast. Excited?

It is here that the game reveals its (ahem) gameplay. You launch your lure then wait for the view to switch to "lure cam" as you tap and hold the Circle button, bobbing and recalling the lure in a bid to attract some fat fishies. They may not take the bait first time around but don't despair, the fish

in *Top Angler* must know that they are in an arcade game, so they act more famished than ordinary video game fish, and you'll soon reel one in.

Unfortunately despite the game's intentions to be a more action-packed fishing game it still manages to be boring. Whilst the time it takes to catch a fish is greatly diminished, due to the fact that you can see them from the boat, they actually seem too easy to catch. There are few line breaks and this all translates into little excitement when finally pulling a catch on board. Fishing games should really be about hunting for good places to cast and providing enough challenge in reeling them in to create a special 'Kodak moment' when you bag a beauty. *Top Angler* does none of that. □ James Ellis

There are some fish 'hot spots' - like near pylons.

TOP ANGLER

Why we'd buy it:	No kooky peripheral? That's the best part about fishing games!
- Well...we wouldn't	- There's just no game here.

Graphics	05
Sound	04
Gameplay	03
Life span	03



PlayStation 2 VERDICT



Tom Cruise had nothing to do with the game.



More smoke than touring with Cypress Hill. Can you believe it?



"Stay on target. Stay on target..."

IRON ACES 2: BIRDS OF PREY

This is one Mile High Club you don't want to get mixed up with.

Publisher: Xicat
Developer: KadoKawa
Price: \$99.95
Players: 1
Out Now
Web Site: www.xicat.com/60HzMode/No/Widescreen/No/SurroundSound/No



Iron Aces takes PS2 fly boys back to the dogfighting glory days of World War II. Back then pilots couldn't rely on simple point and click missiles. They had to outwit enemy planes with aerobatics and get in close enough to use their machine guns. Later in the game modern-day fighter jets do make an appearance but it's clear that the developers are much more interested in the earlier classics. For a bit of fun the game also includes a Free Battle Mode that throws the history book out the window and allows you to pit state-of-the-art jets like the FA18 Hornet against vintage planes like the P51 Mustang. These battles don't last long but they do have some novelty value.

After a few straightforward one-on-one combat

missions, the game throws players into the thick of serious battles with tens of enemy fighters on their tail. Later missions require strategies like luring enemies back to base, where anti-aircraft guns await.

Any potential this game had is shot down by horribly last-generation graphics. After the stunning photo realistic terrain in recent PS2 flight sims like *Dropship* and *Ace Combat 4*, *Iron Aces* flat landscapes and ugly textures are just embarrassing. Maybe the development team hired the worst graphics programmer in England or maybe they were too busy playing with model planes to even notice the PS2 came out, it doesn't really matter. What does matter is that there are plenty of superior simulations out there that can save you from this sub-standard effort. □ Narayan Pattison

There are some cool older-style craft to be unlocked. Pit them against modern jets!

IRON ACES 2: BIRDS OF PREY

Why we'd buy it:	Graphics and gameplay feel as dated as the game's WWII Mustang.
- Australia was cut off stock of <i>Dropship</i>	- Lack of multiplayer or replay value

Graphics	04
Sound	05
Gameplay	05
Life span	04



PlayStation 2 VERDICT

REVIEW

SLAM TENNIS :: STUART LITTLE 2

<div style="position: absolute; top: 10%; left: 10%; width:

NEXT MONTH
IN THE AUGUST ISSUE OF PLAYSTATION® 2

STUNTMAN

IT'S YOUR CHANCE TO STAR IN THE MOST OUTRAGEOUS MOVIE CAR CHASES EVER IMAGINED WITH OUR SUPERB PLAYABLE DEMO! WE'VE GOT A BIG REVIEW TOO!

MAGAZINE CONTENTS

SHAVE THAT BEARD! EA'S NEW MOVIE-BASED *LORD OF THE RINGS* GAME TURNS THE LEGENDARY SAGA INTO AN ACTION CLASSIC

READ THE FULL TRANSCRIPT OF OUR INTERVIEW WITH *METAL GEAR* GURU HIDEO KOJIMA - NEW PROJECTS REVEALED!

EXCLUSIVE REPORT ON *STAR WARS BOUNTY HUNTER* AND HOT NEWS FROM EVERY CORNER OF THE LUCAS UNIVERSE!

IS YOUR CHRISTMAS WISH LIST ALREADY LONGER THAN YOUR ARM? READ *OPS2* FOR ALL THE FIRST-LOOKS AT THE BIG GAMES THAT ARE COMING OUT LEADING INTO SUMMER

PLUS: *ALIENS: COLONIAL MARINES/ THE TERMINATOR/ MEDAL OF HONOR GUIDE: PART 1/ ALL YOUR ONLINE QUERIES ANSWERED/ ZOE 2/ HUGE PLAYABLE DEMO/ DVD MOVIE REVIEWS/ RED FACTION 2/ MORE*

ALSO REVIEWED:

- » **GT CONCEPT 2002**
- » **AGGRESSIVE INLINE**
- » **NEXT GENERATION TENNIS**
- » **MAT HOFFMAN'S PRO BMX 2 + MORE!**

AND *OPS2*'S EXCLUSIVE DVD DISC FEATURING THE VERY LATEST GAMES. AMONGST OTHERS, YOU'LL BE PLAYING *STUNTMAN* - AND IT'S ONLY AVAILABLE ON THE NEXT ISSUE OF *OPS2*! MAKE SURE YOU PLAY THIS BEFORE SPRINGING FOR A FULL VERSION!

OFFICIAL PLAYSTATION 2 MAGAZINE:
SEPTEMBER ISSUE 06 ON SALE: 21 AUGUST



Edited by: Richie Young

media

DVD / INTERNET / PRINT / MUSIC

When you're done playing, here's what you might like to watch, read and listen to...

Text: Karl Witherston/Lee Hart/Ben Walsh/Mark Wright/Andrew Wheeler



SPEED: SPECIAL EDITION

FOX / OUT NOW

Film: From the moment mad Dennis Hopper lets off his first bomb, to the final confrontation with Keanu on the roof of a tube train, Jan De Bont's perfectly-titled action romp just never stops. In the middle is the film's showstopping idea: a bus filled with panicking commuters and rigged to explode if its speed drops below 50mph. Unless, that is, bitter ex-cop Dennis gets the cash he's demanding.

With cute, kooky passenger Sandra Bullock taking the wheel and Reeves wandering about looking confused, we get comedy and flirting as well as unstoppable action. Breathless set-pieces come thick and fast, from Keanu's death-defying attempt to get aboard the bus, to the laws-of-physics-breaking leap across a 50-metre gap in the freeway. And when the pace does drop for a few seconds, the scenery-chewing Hopper and the chemistry between Reeves and Bullock keeps the movie firmly on track.

Even though it takes us on one adrenaline ride too many (the final cat and mouse encounter on a runaway tube train feels like it's been tacked on as an afterthought) Speed remains an exciting victory of high concept over common sense. Just stay away from the turgid sequel, for God's sake. LH

Features: A Special Edition-sized chunk of extras includes three featurettes covering the visual effects, the stunt work and an 'on location' look at the actual shooting of the film. There are separate interviews with the principal cast (compiled during the shoot), six extended versions of existing scenes, plus commentaries by De Bont and Producer Mark Gordon, accompanied by Writer Graham Yost.

Verdict: Equal parts dumb to fun, Speed is one Hollywood blockbuster that actually deserves the "high-octane rollercoaster of a movie" quote on its poster. **7/10**

"For God's sake,
step on it woman!
He's come to do
Hamlet!"



"I just wanted to order the family meal deal to go..."

BLACK HAWK DOWN

COLUMBIA / 21 AUGUST

Film: If you don't already know the lowdown behind this film, here's a one sentence rundown - it's based on a (infamous US military raid that went fatally wrong in Somalia in 1993.

No doubt, the movie plays toward the strength of the American military and indeed US nationalism. It does however, manage to portray the events well, and the big budget allowed for some superb and brutal effects.

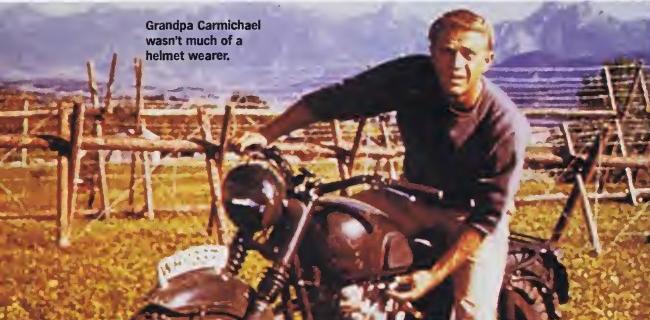
'War' movies aren't everyone's cup of tea and the realistic depiction of war can be seen as both the primary strength and one of drawbacks here. Since the movie was released, most

discussion has surrounded how graphically the battles have been depicted. In particular, look out for the superb cinematography and our very own Eric Bana. It also does give an insight into the character and fabric of real-life soldiers. **BW**

Features: An excellent (while rather short) on-the-set documentary has been included. Another Special Edition is likely to be released prior to Christmas as well so we'd suggest to big fans that they should wait for that one.

Verdict: The film itself is superb and if you can't wait until Christmas, then you should go for it. **8/10**

Grandpa Carmichael wasn't much of a helmet wearer.



THE GREAT ESCAPE: SPECIAL EDITION

MGM / OUT NOW

Film: Based on the remarkable true story of 250 allies attempting to tunnel out of a German POW camp, Director John Sturges took this gripping tale of WWII derring-do, added a huge all-star cast and a thumping Elmer Bernstein score, and finished up with one of the best examples of rollicking Hollywood escapism you'll ever see.

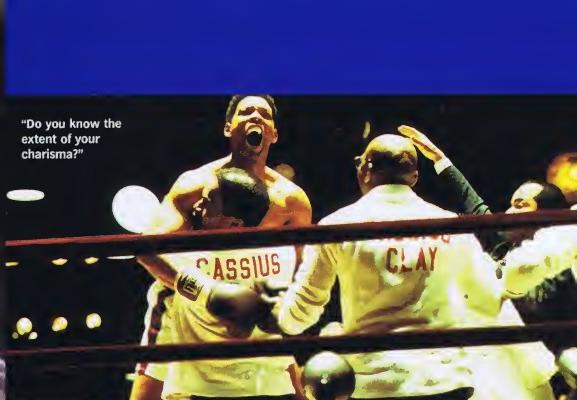
Packed with action, drama, laughs, tragedy and more memorable set-pieces than you can shake a pick-axe at - 'Cooler King' Steve McQueen's motorbike jump, tunnel expert Charles Bronson's chronic claustrophobia, we could go on and on - there's no escaping the fact

that this is timeless, 24-carat entertainment. It probably won't have strong appeal to new audiences, but this is a classic that should be seen by movie-lovers at least once. **LH**

Features: Documentary *The Untold Story* reveals just how accurately the film portrays the real-life escape, as well as focusing on the making of the movie.

There are two more documentaries on the historical facts behind the story and a cast and crew commentary which is actually just a load of old recollections cobbled together.

Verdict: Epic WWII action, as welcome and familiar as a nice cup of tea. **10/10**



"Do you know the extent of your charisma?"

ALI

ROADSHOW/ OUT NOW

Film: If you want a boxing film, we'd bypass this and go straight to *Raging Bull*. This is more a look at the 'life' of Ali, one of America's most iconic figures and a symbol to many for Black rights - not a bad thing at all, really.

All takes a look at the Man's life, through a ten year chunk of his most formative years. It takes us right through the controversies that surrounded his stance on religion, equal rights and the Vietnam War right through to of course, his many triumphs inside the ring.

Will Smith won an Oscar nomination for this performance and deservedly so, in capturing the essence of such a large

character as Ali, he managed to pull it off rather convincingly and we're ready to argue that no other actor on the planet could have done a better job.

There's plenty to be commended here, but it's let down in various aspects and omissions from his life and some critics who believe that it's also flawed with inaccuracies. **KW & MW**

Features: Michael Mann's direction is great and you get a great look behind the scenes in the behind-the-scenes featurette. The commentary is standard fare and it's topped off with interviews, a trailer, production notes and cast bios.

Verdict: The greatest of all time? No. **7/10**



THE FUGITIVE: SPECIAL EDITION

WARNER BROS/ OUT NOW

Film: *The Fugitive* in many ways, can be seen as one of the last blockbusters to really put its stonework ahead of effects. For those yet to see it, it stars Harry Ford and Tommy Lee Jones (the latter particularly impressive).

Don't mistake this movie for one with deep characterisation. Without doubt, it's a chase movie, in the true sense of the definition. Old Indiana Jones is far better when he's running about than when he's playing the overwrought widower and wrongly accused man.

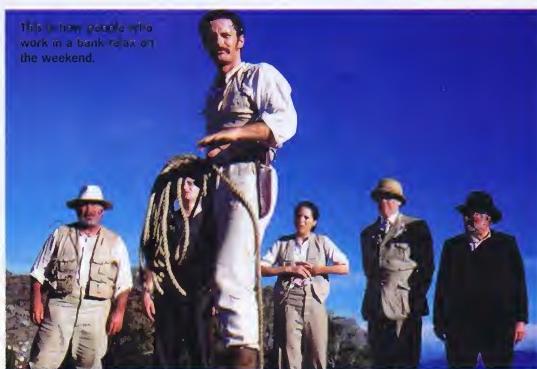
The momentum doesn't quite hold up for the full stretch but with all that

running around, you'll really be grateful for the rest. **AW**

Features: There are a couple of extra features attached to this one, and each gives another insight into the premise of the movie's occurrences. The nine minute 'Anatomy of Train Wreck' looks into the logistics of re-creating the train crash and 'On the Run' is a more behind-the-scenes look. A very basic cast and crew list is there and there's the obligatory commentary to boot!

Verdict: Not so much a special edition as you would expect. It's more "the least you'd expect from a DVD". A fine movie, and an acceptable disc. **8/10**

This is my grandiose work in a tank full of the weekend.



THE LOST WORLD

ROADSHOW / OUT NOW

Film: It was easy to miss this series when it was played in Australia earlier this year. It was a massive hit in the UK though, and rightfully so.

At the core of the story are four British explorers who plunge into the Amazonian rainforest in search of a lost plateau and the dinosaurs that allegedly lived there. To make the story more palatable for modern audiences, a few politically correct enhancements were made.

The special effects team that made

Walking with Dinosaurs and *Walking with Beasts* is in rare form, and the monstrous thunder lizards that our heroes ultimately encounter look very realistic. **JC**

Features: Director Stuart Orme and Producer Christopher Hall present a highly technical analysis of the production process. Hear the adversity of the New Zealand shoot, and the nuts and bolts of making a modern mini-series like it was set way back in 1912.

Verdict: A ripping yarn. **9/10**

"I'm in a freaky movie made yonkers ago."



EVIL DEAD

ROADSHOW / OUT NOW

Film: Five college kids arrive in a remote woodland hut, find a book of the dead, turn into zombies and then kill each other in gut-churning ways. This premise may sound like standard early-Eighties horror fare, but Sam Raimi's low budget debut is a class above the average video nasty - injecting wit and cynicism into the bloodstream before spraying the stuff all over the screen.

Unlike Scream however, *The Evil Dead* is just earnest enough to remain unsettling. And while *Evil Dead II* is undoubtedly lead character Ash's finest hour, this cheap and nasty little shocker is landmark stuff.

Movies like this one have somehow become long-forgotten but there's plenty of story-telling merit in such slashy horrors. No

doubt, the budget or time didn't allow for the horrors that we enjoy today, but *The Evil Dead* really started to kick off the whole phenomenon. **LH**

Features: Two documentaries, the first by Sam Raimi with producer Rob Tapert, and the second by the film's infectiously enthusiastic star Bruce Campbell. Also behind the scenes footage and outtakes, plus two featurettes.

Bruce Campbell's Fan Analysis gives us an insight into the weird world of a B-movie hero (complete with freaky fan conventions); and *Discovering Evil Dead* covers the origins of the movie.

Verdict: Horror, action and sick humour mixed to genre-defining effect. **7/10**

Rollins' new live album rocks. It really does. You got that boy?



SLEEVENOTES (◎)

Using the power of your PS2 with this month's best CDs.

ROLLINS BAND Live in Chicago [IFM Records]

Who? The muscle man, no-necked singer has fronted his band for over a decade. He's also known for his spoken word and appeared in *The Lost Highway*.



Highlights: As usual for a Rollins Band release, this has all the grunts and stabs that you'd expect. Henry is in fine form here, and he lets you know it.

Lowlights: There's genuinely not too many. The whole live thing suits the Rollins Band, and it's arguably better than you'd get from one of their studio efforts.

Verdict: The big bloke is losing some appeal as he ages through the years but we absolutely love him. He's a man with a message! **8/10**

DJ SHADOW The Private Press [MoWax]

Who? A DJ that is to Oakley and his overpaid ilk what Radiohead are to S-Club 7. Inserted trip-hop with his astounding 1996 LP *Endtroducing*.



Highlights: Giving Up The Ghost and Blood On The Motorway are compelling paranoid epics, although not quite up to the level of a progression from *Endtroducing*'s standout track Stem.

Lowlights: Answer phone messages and traffic announcement cut-ups? Surely Shadow is beyond this?

Verdict: Musically dexterous but only occasionally brilliant, we expected more from the most Intrepid crate-digger in the game. **7/10**

OAKENFOLD Bunka [Perfetto]

Who? First name Paul, the once-influential Baleaford, now a tame smarmy chimp. Obviously saw Timo Maas doing a proper album and decided he wanted some of that.



Highlights: None. Not even guest vocalists like Carl Cox, Ferry Corsten and Hunter S. Thompson together at last can conjure up anything of remote interest.

Lowlights: The whole album reeks, but gently, of bloated out-of-Cape Town-to-everywhere-a-loop from *Everybody's Talkin'* plumbs stinking new depths.

Verdict: A shockingly misguided, dated and portentously serving serving of featureless trance-itis from a man who once had plenty of talent! **3/10**

MUSE Hullabaloo [Mushroom]

Who? Think a poor man's Radiohead. This angst-ridden trio from Britain have been hanging around with their incoherent warblings for a fair while now. Please stop.



Highlights: When it finishes. No. Sorry. There is the odd crunchy guitar flourish that appeals, especially Ashomed, and Bellamy's distinctive voice never flags.

Lowlights: How long can one man warble and smote? It's like being locked in a padded room with one of Osama Bin Laden's cronies. Just far too much angst.

Verdict: On these chilly mornings, the last thing you want or indeed need is to listen to this kind of earnest, turgid rock. They're a solid live band, but really nothing more. **4/10**

THE GET UP KIDS On A Wire [Mushroom]

Who? Unassuming English band who have been around for over six years and sound vaguely like Crowded House. They specialise in jangly, catchy pop tunes.



Highlights: Many deliciously catchy tunes on this impressive album. Standout songs are the Weezer-like The Worst Idea and the sumptuous Overdue.

Lowlights: The middle section of the album gets slightly repetitive, a little bit mediocre. Songs like the wistful Wish You Were Here and Grunge Pig are not strong enough.

Verdict: This album is not breaking any new ground, but like Weezer and Teenage Fanclub, this band produce lush, rich melodies and interesting, melancholic lyrics. **7/10**

» ALSO RELEASED

DEITY Deny [FM Records] **Freestylers** Told You So [FM Records] **Soulwax 2** Many DJs [FM Records] **Roots Manuva** Dub Come Save Me [Big Dada] **Shivare** Rough Dreams [Parlophone]



Make your message stick



Take instant sticker photos with the Convertible i-Zone Camera. Available with changeable faceplates.

Pb: 1800 242 643 i-zone.com

AUSTRALIAN

TECHIE TOYS FOR AUSSIE BOYS

★★★★★ THE WORLD'S BEST GEAR REVIEWED EVERY MONTH



T3



JAPAN WITH A BULLET!

15 PAGES OF THE HOTTEST NEW TECH FROM THE LAND OF THE RISING SUN

WWW.T3.COM.AU

ALSO IN THIS ISSUE:

CLONE WARS: CAN SCIENCE BRING THE TASMANIAN TIGER BACK FROM THE DEAD?

POWDER HOUNDS: WHAT YOU SHOULD BE TAKING TO THE SNOW THIS SEASON

SHARP ZAURUS SL-5500: THE FIRST LINUX PDA TESTED AND RATED

PLUS: ALL THE LATEST GEAR AND GADGETS REVIEWED!

YOUR ESSENTIAL GUIDE TO THE CUTTING EDGE

ON SALE JULY 24!



postal

This month includes: *a soccer hooligan and a pair of freaks angry at NTSC developers.*

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO SAY OR SAY, WRITE TO US AT OPS2@DERWENTHOWARD.COMAU OR SEND SNAIL MAIL TO OPS2, DERWENT HOWARD PTY. LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME – A GOOD GAME – FROM OUR CHOOSING. JUST REMEMBER: WE WANT INTELLIGENT, INFORMED LETTERS AND COMMENTS PLEASE. NO FLAMING, NO MY CONSOLES BETTER THAN YOURS STUFF; NO 'WHEN IS GAME XXX OUT' ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL – THEN WE MIGHT, TOO, WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM.

STAR LETTER

I have been reading issues of your magazine for quite some time now, but had to write to you to vent my fury at the way in which gaming seems to be headed. My purchase of *Spider-Man* was the final straw. Has gaming become the medium in which would-be movie directors now have a 'stage' to show their talents at the sacrifice of longevity in gaming? I would normally struggle through games but with *Devil May Cry* and now *Spider-Man* as my last two purchases, I have been able to complete the games in under 8-12 hours (not-good-enough value).

The game developers should wake up to this because more and more people like myself will just rent games and only ever buy the game if it shows some legs. Sorry to sound so negative - the PS2 is a great console - but you can only spend so

much money before you start to feel burnt.
Richard Matthew, SA

As a consumer you do have a right to be disappointed and things can only change if you voice the issues that you feel strongly about. However, there certainly are many aspects to this issue that need to be considered. For one, there has never been a rule about how 'long' games are 'meant' to be. Certainly, many games are becoming far more cinematic (thus, being closer to a movie experience than that of a 'traditional adventure game') and this is the case with Spider-Man. OPS2 knows for a fact that this is exactly as the development team intended. Also, some gamers do take longer than others. OPS2 will make sure we pass your comments on to Activision on your behalf.

LISTEN HERE, SONNY

Terrific magazine. Hey I was wondering. I am really hoping to get a job when I finish school and University making video games for a video game company [Square, Konami]. I know I'm setting my sights a little high but I'd like to know which subjects I should be taking in high school and University. I'm in year Nine and I've decided to take Graphics and Computer. What subjects do you think I should take in later years to get me on my way?

Sam Dixon, via email

We applaud you for setting your goals! Don't assume that they're too 'high', because by doing that you won't think that it's a realistic goal that is achievable!

Many Australian Universities are now offering specific courses that are right up your alley. They range from traditional 'programming' to some designed specifically for game programmers!

Check out the latest UAC Guide to find the best course for your needs. It sounds like you are headed toward programming, so people with a strong mathematical grounding would make an ideal candidate.

IT'S ALL ABOUT HAVING FUN...

With the recent release of two new consoles in the gaming market, there is more talk about graphics than ever before. These days,

all one seems to hear about is graphics! Which console's games look best? Who spotted those jagges? Who knows what anti-aliasing is? WHO CARES! With this blind devotion to improving graphics, developers are overlooking the most important aspect of a game - the gameplay. Games these days just don't seem to hold my interest like some old Commodore 64 classics of old (*Ghosts 'n' Goblins*, *Jumpman*, *Double Dragon* - I could go on for days!). Sure, graphics are important and can set one game apart from another, but enough's enough - GAMEPLAY FIRST!

Retro Gamer, via email

Good call, my friend. Better graphics are something that will naturally get better over time and developers should start paying more attention to gameplay elements again. They're important when adding to the 'realism', but that's no good if the 'game' only succeeds in putting you to sleep!

PUTTING THE BOOT IN

Congratulations to the OPS2 team. The new mag format is better than previous attempts and I love your honest reviews and kick ass demos, so keep it up. Although it's probably a bad time to bring this up with World Cup fever still lingering but I just can't help addressing the fact that so many games developers are putting so much effort into

the abundance of soccer games. No I'm not trying to make any enemies as I enjoy the odd bash at FIFA or This is Football; but out of all the PS2 games out there take a look at how many similar games we have available! International Superstar Soccer, ISS 2, Red Card Soccer 2003, FIFA 2002 and World Cup, International League Soccer, LMA Manager, This is Soccer 2002, UEFA Championship League, Challenge 2001 and Pro Evolution Soccer. Then we have David Beckham Soccer, Soccer Mania, FIFA 2003 and Kick Off 2002!

Seriously, how many soccer games do we really need? I just can't help thinking that with so much time, money and valuable resources being directed at soccer games other genres would have to be suffering. Making a great game takes a lot of effort. Can't developers realise that instead of making such similar games to compete for top spot in one platform they could be creating a whole new one, or improving others to the quality that they deserve. Wouldn't we all prefer to have a broader spectrum of different games available than so much of the same thing?

Gregg B, NSW

You make an excellent point. Unfortunately, the fact remains that the value of the dollar does reign supreme and with soccer being the world game, game developers everywhere are trying to ride the soccer cash wave.

No doubt, soccer fans are in heaven as they are spoilt for choice but it would be great to see game developers pooling their resources into other genres. What does everyone else think?

GIVE IT TO ME, PAL.

I'm writing about the subject of why we have to wait so long for games to be converted to PAL format (from NTSC) and why we are given inferior product. Recently, I got so sick of waiting for *Final Fantasy X* that I decided to take matters into my own hands by ordering a modchip from Hong Kong and buying a US NTSC version of *FF X*. I wasn't disappointed. The game is one of the best on PS2. I had already completed it by the time it hit the shelves in Australia.

Out of curiosity, I hired it and the differences (while not huge) were noticeable.

For instance, a couple inches of black borders at the top and bottom of the screen... was it too hard for the developers to convert it to full screen? In general, the gameplay was only a tad slower. It got me thinking as to what other games I have had this problem. Is it just a lack of effort from the developers or is there some reason why they can't convert them to full screen? And why do we have to wait so long for them to

be converted?
Lee Tilbrook, via email

You truly are a freak.

Converting games from one format to another to meet the various international standards poses many issues they amount to too many to list here! You should also remember some games are made as PAL games first, and NTSC countries must wait for them. This knife cuts both ways!

WE GOT GAME

Recently, the biggest subject amongst gamers is the lack of Japanese and other overseas games on the PAL system. With the release of *Metal Gear Solid 2*, *Zone of the Enders* and soon *Z.O.E.* the interest in foreign games has increased substantially.

I'm surprised at the huge variety games in Japan. I'm even more surprised at the lack of these games appearing on the PAL system. Does the game industry believe that there's no market for Japanese games on the PAL system? The success of *MGS 1* and *2*, *Z.O.E.* should have proven them wrong.

However, I'm not concerned with all the games from Japan. Being a fan of Japanese anime's and Manga films, the only games I'm interested in are those based on Japanese anime. Specifically, games of the Giant Mech type. There's a huge amount of games based on the anime *Gundam Wing* yet none have appeared on the PAL system. The closest I've come to this type of game is *Z.O.E.* Don't get me wrong, it is an excellent game but it's the only one of its type. Sure there are more mech games out there but they are all first person view, not 3rd person, and the mech don't move the same as the ones from Japanese anime.

I understand that there are a number of different reasons why we don't get Japanese games on PAL and it's not because there's no market, we've already established that. Some say it due to the language barrier, having games translated and the dialogue recorded in English costs a lot of money. I don't really mind reading the occasional subtitle though if it means we get more Japanese anime games.

Iceburg, via email

You truly are a freak as well!

*Without doubt Japanese gamers do have a huge library of games available to them. Don't forget though, that many of them are for very, very niche markets - like hamburger-making sims. Your point about having a market here is dubious though. No matter how good a game like *Z.O.E.* is, it doesn't get the commercial attention that a 'mainstream' game like *GT* for example would attract. Anyone agree with Iceburg? Email us, and we'll get your message heard.*

HARD

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



Having spent the best part of a month up at the local park trying to emulate the huge 'benders' that are being kicked in the World Cup, I haven't had a lot of time to spend honing my gaming skills like most of you have. For those still struggling on their games of choice though, I've managed to get the guys onto finishing up the Deus Ex guide, so anyone stuck can get onto other things again. Ryan Butt has channelled his energy into beating Eidos' PS2 deity to reveal the three possible endings for you. Catch them all from page 88 now.

There's also another massive guide for you this month. Having teamed up with the tips hogs at Piggyback we are proud to bring you this installment of the most comprehensive Final Fantasy X guide known to man. It's a teaser, but it will get you well and truly on the road! It includes in-depth boss fighting strategies and expert hints to finding things you would have otherwise have missed, only a fool would go into battle without it.

Right, I'm off now to get the whips cracking on a MOH: Frontline walkthrough for the next issue. Until next month, good luck!

Richie Young
HardCore Editor

WRITE IN!

Stuck? Frustrated? About to slam your Dual Shock 2 through the TV screen? Then write to Hardcore. We'll do our best to hear your codes, secrets, wish-lists or advice for just about any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me, c/o Hardcore, Official PlayStation 2 Magazine, Derwent Howard, PO Box 1037, Bondi Junction, NSW 2022. Galactic Express to OPS2@derwenthoward.com.au

FINAL FANTASY X

Join us as we get you started on the magical journey through Zanarkand with Tidus and chums to discover why he's been transported into the future one thousand years.



THE OFFICIAL STRATEGY GUIDE

SQUARE ENIX

□ PROVIDED IN ASSOCIATION WITH PIGGYBACK, THIS COMPLETE SOLUTION AND FULL VERSION OF THE TEXT CAN BE FOUND IN THE 228-PAGE FINAL FANTASY X OFFICIAL STRATEGY GUIDE AVAILABLE FROM PIGGYBACK. AVAILABLE IN ALL GOOD VIDEOGAME RETAIL OUTLETS NOW.

"Free demo - why not test the 228-page encyclopaedia for yourself? Read 12 pages of the Final Fantasy X Official Strategy Guide for free. Download at www.authorscollection.com where you can also obtain your free copy of the exclusive Rikku's Overdrive Mix Tape. Plus: browse the new Final Fantasy X art gallery or enter your artwork in the collection.

ZANARKAND THE BLITZBALL STAR

The game starts just before a blitzball tournament in the Zanarkand stadium. A small group of fans is waiting for the Zanarkand Abes' star player. Don't make the fans wait; approach the group. Next to the ramp, three children and two young women are waiting for your autograph. Press **(X)** to address one of the two small groups. You now have a chance to name your main character. The default name is Tidus, but you can enter any other name as long as it does not exceed eight characters.

If you want to chat with one of the other people in the foreground, you must do so before addressing the second group of autograph hunters. The action continues as soon as all balls have been signed and you have cleared a path between the two groups.

TO THE STADIUM

On the way to the stadium you'll hear the voice of a commentator reminiscing about the greatest blitzball player of all time: Jecht, Tidus' father, who disappeared without trace ten years ago. Just walk along the street to the stadium. Keep an eye on the passers-by; you'll see a young woman wearing a pink top and yellow shorts. If you talk to her, she'll distract the other players until you have a ticket to the game. Talk to her again twice, confirming that you can take care of matters. You'll be rewarded with two Potions.

A small group of people is waiting for Tidus in front of the stadium. Make your way through to the huge gate. The blitzball game commences. Suddenly, Zanarkand is attacked by a mysterious force: Sln has struck.

SIN STRIKES

As soon as Tidus struggles back to his feet, you'll see a map of your immediate surroundings at the top left of your screen. The yellow triangle symbol in the bottom-left extreme triangle corner indicates the direction in which he's looking. A red square on the map denotes Tidus's required destination or alternatively a red triangle indicates his suggested direction. In this case, Auron is waiting just a few metres away. Follow him. Auron hands Tidus a Longsword. The first battle is about to start.

BATTLE ACADEMY - PART 1

There are ten Potions in your Inventory (12 if you promised the woman tickets) and three Phoenix Downs. You don't yet have any use for these items, which are intended for healing or resuscitation. If you press your right directional button or move your analogue stick to the right, you'll see a menu with the following options: Weapon, Armour and Escape. You will later be able to use the first two menu items to change your weapons and equipment. The third option won't allow you to escape all battles - there's certainly no way out of the current confrontation!

The display at the top right shows the attack sequence for all participants,

but there's no need to concern yourself with that yet. You have only one option right now: select Attack and take on one of the creatures. It doesn't matter which one.

BATTLE ACADEMY - PART 2

After breaking through, Tidus and Auron are attacked by a second group of monsters. Now it's Auron's turn. He has an extra battle option or skill, but that is of little importance at the moment and, like all skills, it uses up MP. Just attack and have Tidus follow. Tidus and Auron run on and are encircled by the monsters.

If you knock out the two Slnscales behind Tidus and Auron, they'll simply be replaced by more, so just deal with the three opponents in front of you. As soon as their path is clear, the two comrades run on... straight into the arms of the next group of monsters.

SINSPAWN AMNESIA FIGHTING STRATEGY

The game's first boss is accompanied by five Slnscales. Luckily, Auron has a new battle option, Overdrive, at his disposal. Select this option. Press your left directional button, select Bushido and then choose the sole Overdrive attack currently available to Auron: Drag.

Auron prepares to launch his special attack. He stops shortly before reaching the enemy - you have four seconds to input the following button combination: ↓, ←, ↑, →, □, ▢, ◻, ◌. If you don't manage to enter the button combination in time, the attack will not be as powerful. On the other hand, the quicker you complete this combination, the heavier the attack.

Depending on your fighting style, Tidus might get a chance to try his Overdrive. His special attacks belong to the Swordplay category and his first attack is called a Spiral Cut. You will need to stop the cursor as it reaches the center of the gauge. You have three seconds to do this. If you press **(X)** too early or too late, the cursor will return to the edge. In this case, the strength of Tidus also depends on how quickly you succeed.

Once it is available, you may want to save Tidus's special attack for later. The Sinspawn Amnesias may appear dangerous but the monster will always attack using Demol, a spell which reduces his opponent's current HP by a quarter. However, this figure is not rounded up - so the worst that can happen is that Tidus and Auron's HP falls to three. Even if the HP display at the bottom left assumes a warning yellow hue and your two heroes fall to their knees, there's no need to resort to Potions. Just keep up your attack. After a while, your opponent will literally fade away.

THE BEGINNING

After defeating the monster, Auron runs on. Take note of the pale blue luminescent sphere on the right. If you examine a Traveller's Save Sphere, all characters' HP and MP will be fully

restored. It also provides you with a chance to save your game.

After saving, follow Auron. Your path is suddenly blocked by four Slnscales and three of the monsters position themselves behind Tidus and Auron. You'll soon find out that defeated monsters on both sides are replaced by new Slnscales. After a few attacks, Auron will suggest a new target. From now on, attack the Tanker on the right-hand edge of your screen. Keep an eye on your two fighters' HP; at least one of your opponents must stay alive, or it'll be Game Over. The Tanker's anchor line has 1000 HP, it's generally severed after the fifth attack, ensuring (temporarily) safety for your characters.

Auron and Tidus are sucked up by Sln. In a bizarre scene, Tidus appears to 'swim' through the air. Press **(□)** to reduce his altitude, and keep an eye out for a platform with a pale blue luminescent sphere. If you land there next to the figure, Tidus will be transported to another location...

SUBMERGED RUINS A NEW WORLD

Tidus finds himself in an unknown location. Take a look at the map at the top left of your screen: a red triangle marks the exit from this unpleasant spot. You can leave via the set of stairs in the centre at the top and advance to the next section. However, you should first take the time to collect a few items.

TIK

You can now use **(□)** to access the main menu. At the bottom of your screen you'll see the name of your current location.

TREASURE HUNTERS

You can climb up a set of stairs at the North-West edge of this area. There, you'll see a blue semi-sphere lying on the floor: an AL BHED COMPILATION SPHERE. The Al Bhed people have their own language, which you will gradually be able to learn. The Sphere is only of use if you have Final Fantasy X save data containing more Primers. You can then use the Primers that you have discovered in that previous game in your present game.

Proceed a few paces to the South and you'll see a chest which you can open using **(□)** - you'll find two POTIONS Inside.

At the North-East edge of this area a set of stairs leads to another chest containing 200 GIL. A few paces to the South of this, you may want to examine a blue object lying against a pillar. You'll see an inscription in Al Bhed, but you don't have the language skills decipher it yet. However, a few key words are written in Al Bhed and you can make out the word 'Macalania'. In order to reach the next section, you'll have to make your way through the water to the northern stars.

EXPLORING THE RUINS

You'll have another chance to save your game in the Ruins - Underwater Hall

FULL WALKTHROUGH - PART 1



section. When you reach a fork in the path, go to the left. At the end of this path you'll see a chest containing a HI-POTION. You can then proceed towards the North. After just a few metres, the ground crumbles beneath you and Tidus finds himself back in the water. You can paddle around for some time or use \textcircled{D} to dive. Soon afterwards Tidus is attacked by three monsters. Once you've eliminated two of your attackers, a stranger will get involved. You are no match for this huge monster.

■ GEOSGAENO FIGHTING STRATEGY

Tidus is definitely onto a loser. At the third attack he automatically takes flight, regardless of any action you select. Use \textcircled{A} to block, or select the Escape option. Luckily, there is no real danger. Any attack by Geosgaeno simply reduces Tidus's HP by half, so there's no need to waste a Potion at this point.

FANNING THE FLAMES

After Tidus's escape, he finds himself in a corridor. The entrance has been destroyed, so you'll have to proceed in the opposite direction. Climb the stairs and enter the round hall. In the middle of which you'll see a fire. You're missing the two items needed to light a fire, so you'd better start looking. A white square on your map indicates a save point. Through the door next to it, you enter a small room. If you look at the writing desk – which has been obviously toppled over – you'll find a FLINT. This is listed as a Key-item in your AP Inventory.

Back in the hall, you may want to examine the door which is not marked as an exit (green square) on your map. You can't open the door, but take a look to the right of it: amongst the rubble you'll see a chest containing an X-POTION. Now go through the door to the North. Behind the door, to the left, you'll see a chest containing ETHER. At the top of the stairs you'll see a striking vase: examine it to collect the WITHERED BOUQUET. Before turning your attention to the fire, go through the door on the upper level and proceed to the end of the gallery, where you'll find a chest containing a HI-POTION.

It might be a good idea to save your game before returning to the fire. If you press \textcircled{X} , Tidus will use the Flint to set light to the Withered Bouquet. Time for a brief nap. A short while later Tidus is attacked by a monster.

■ KLIK FIGHTING STRATEGY

Keep attacking until Tidus has depleted his opponent's HP by 750. The battle is then interrupted by a group of individuals, one of whom rushes to Tidus's aid. If you take a look at the Special option, you'll see that "?????" (your new comrade's default name) has two special skills to offer: Steal and Use. During the first round of battle you'll have to deploy the Use function to throw a grenade. Only then does the battle take its normal course. Since Klik's HP are fully restored following this interruption, you'll be glad to have him.

It might be a good idea to use a Potion to heal Tidus before he attacks again. As a basic principle, you're better off using too many rather than too few

Potions. Once your new comrade has stolen both grenades you can use Steal to rob the monster of more Grenades. You'll find that the mysterious stranger's normal attacks are not especially effective. Once Klik has been defeated, Tidus is transported to yet another location.

SALVAGE SHIP

IT'S A PLEASURE AL BHED

Tidus wakes up on a ship. At one end of the deck you'll see a Save Sphere. If you take a look next to the crane, you'll see AL BHED PRIMER I lying on the ground. A useful item if you want to improve your knowledge of this strange language. You'll see three AL BHED standing on the deck. Address the one on the left to obtain three POTIONS. Talk to the girl to find out about the Sphere Grid. If you speak to her again, you will both jump in the water.

■ TIP

The Sphere Grid may appear rather complicated at first, but it's really quite simple. As soon as you've obtained sufficient AP, you can move your character on the Sphere Grid. Caution: plan your movements carefully, because your AP Investment is irrelevant.

To start off, you should move consistently forward, activating all the Nodes to improve your characters' status levels. You'll need the relevant Spheres for this purpose. Tidus's female companion is almost within range of an HP Node, but you still haven't got the Power Sphere activated – activate it.

You will gradually be able to learn the AL BHED language. There is an AL BHED Primer for each letter of the alphabet, making 26 in all. Each letter that you 'know' is translated in the subtitles and displayed in pink. If you used the AL BHED Compilation Sphere in the Submerged Ruins to load additional Primmers, you'll find that you can already understand a little. Any Primers which have already been loaded will not reappear in the game.

DIVING

You can dive along the anchor chain by holding down \textcircled{D} . Your target is indicated by a red triangle on your map.

This is a difficult task, because Tidus can hold his breath for as long as necessary. If you decide to ignore the target and swim back to the surface, you can re-board the ship by pressing \textcircled{D} . Once back on deck, you can collect another three POTIONS from the AL BHED on the left. Then just talk to the girl to dive back into the water. You can keep repeating this procedure until you've collected 99 Potions.

A couple of piranhas may swim across your path on the way to the Underwater Ruins. These opponents are rather easy to defeat, and "?????" (your new comrade's default name) has two special skills to offer: Steal and Use. During the first round of battle you'll have to deploy the Use function to throw a grenade. Only then does the battle take its normal course. Since Klik's HP are fully restored following this interruption, you'll be glad to have him.

■ TP

You've probably already used an Overkill to dispose of a couple of opponents. If so, your victory will have been rewarded

with additional AP, more items, some of which may even be rare. In order to achieve an Overkill, you must deplete your opponent's HP by a specific amount during the final attack.

Keep an eye on the CTR gauge at the top right when switching between Attack, Item and other actions. Using an item takes less time than a normal attack and could change the battle sequence. If you press \textcircled{D} during battle, your hero will assume a defensive position rather than executing an action. This halves the damage received by physical attacks.

THE DEVIL IN THE WORKS

Swim to the control panel and have Tidus open the gate using \textcircled{D} . Follow your companion through the hall at the end of the corridor where you'll be attacked by piranhas. After defeating the scaly monsters, activate the machine under the ceiling before returning to the hall. You may want to heal your characters now... danger lurks ahead!

■ TROS FIGHTING STRATEGY

Have Tidus attack while your companion throws Grenades. Just steal some if you run out. After suffering 350 damage points, Tros disappears behind a pillar. You can no longer attack from this distance, but you do have a special Trigger Command at your disposal. You can set Tros to attack by using a high AP character – their HP will be increased by 50 points each. However, you may be better off pressing \textcircled{D} to decrease the damage to be incurred by Tros's next attack.

After a further 350 damage points, Tros retreats again. Now Tidus has a new Trigger Command at his disposal: the Pincer Attack, which you should try out at once. Your opponent will be caught in a pincer movement and can no longer deploy his devastating ram attacks. Keep attacking, healing with Potions when necessary. If you entered into battle with a sufficient store of Grenades, you'll have no problem defeating Tros.

After a further 350 damage points, Tros retreats again. Now Tidus has a new Trigger Command at his disposal: the Pincer Attack, which you should try out at once. Your opponent will be caught in a pincer movement and can no longer deploy his devastating ram attacks. Keep attacking, healing with Potions when necessary. If you entered into battle with a sufficient store of Grenades, you'll have no problem defeating Tros.

THE RETURN OF SIN

The red triangle on your map indicates a hole in the outer wall. Swim in and dive down to the next destination. You'll discover an Alship and you'll also learn the name of your companion:

Rikku. She claims that Sin destroyed Tidus's home, Zanakar, 1,000 years ago. If you want to continue this conversation, address Rikku again directly. It doesn't take long for this scene to be interrupted by Sin. Tidus is washed overboard. You now get the chance to save your game.

BEAVID ISLAND

WAKKA AND THE AUROCHS

Tidus gets to know the Beaufit Aurochs and, accompanied by Wakka again after the initial dialogue. From now on, he is a member of your party. You may want to take the opportunity to save your game and follow your new partner, or you may want to collect a few items. Address each of the Aurochs twice. Four of the five players will hand over gifts:

two POTIONS, 200 GIL, two HI-POTIONS and another three POTIONS. Take a look at the chest to the South-West of the beach – it contains two ANTIDOTES. To the East, in a bay, you'll also see a chest containing a MOON CREST, but you have no use for this key item yet. Much later on in the game, however, you'll be glad you collected the Moon Crest because it will come in handy when combined with a very special weapon deployed by Yuna.

and another three POTIONS. Take a look at the chest to the South-West of the beach – it contains two ANTIDOTES. To the East, in a bay, you'll also see a chest containing a MOON CREST, but you have no use for this key item yet. Much later on in the game, however, you'll be glad you collected the Moon Crest because it will come in handy when combined with a very special weapon deployed by Yuna.

ON YOUR WAY TO THE VILLAGE

You'll meet Wakka again at the Crossroads. He's still going due East, follow him. Go to the shore where Wakka is waiting and he will push Tidus into the water. You could find yourself facing the Piranhas at any time. Your new companion uses a ball to attack. He already has a special attack at his disposal – the Dark Attack – which can be used to blind opponents.

Although the red arrow is directed to the North, you'll first have to swim to the East in an arc. You can use \textcircled{D} to dive down to the three treasure chests shown on the map, which you can then open using \textcircled{D} . It's easy to miss the first two chests on the right, but you don't want to leave the PHOENIX DOWN or the HI-POTION. However, there's no way you can miss the chest containing the two ANTIDOTES.

Once you reach the end of the Valley, keep going after a brief chat with Wakka on the Village Shore. Go down the slope to the village. You can also turn around and take the Ancient Road back to the beach, but there's really no reason to do this. On your way to the village, you'll meet the Crusaders Luzzu and Gatta. Shortly afterwards, Wakka will ask Tidus about a prayer. It doesn't matter which of the two answers you select.

BESAID VILLAGE WELCOME

You cannot leave the village for the moment, so take your time and have a look around. Five huts are marked on your game map in the form of green squares. They are located in the secret temple of Besaid, in the North.

You can buy a few items in the shop. In the first hut on the left, in front of the entrance, you'll see a chest containing a PHOENIX DOWN. Behind the shop, a narrow forest path leads to the West. At the end of the path there are three chests which contain 400 GIL, a HI-POTION and two POTIONS.

THE CRUSADERS LODGE

You can save your game in the tent next to the forest path, the Crusaders Lodge. There, you will also be reunited with Luzzu and Gatta. The two Crusaders tell of the 800-year battle against Sin. The Crusader to the right is blocking your view of AL BHED PRIMER. His mouth is covered by the ground to the right of the desk. You'll see a MONITOR to the left of the desk. You can use this to consult Tutorials, or to refresh your knowledge of Basic Controls and Basic Terms.

VISITING THE TEMPLE

Pay a visit to the local temple. If you take a look at the statues in the Great

Hall, you'll learn a little about Summoners and seons. Now make your way back to Wakka, who lives in the middle hut at the East of the village. Have a chat with him and then take a nap, after which you can return to the temple. If you approach Wakka, Tidus will automatically enter the Cloister of Trials to look for the summoner apprentice.

BESAID TEMPLE

THE CLOISTER OF TRIALS

Examine the symbols on the rear wall. New symbols will now appear to your right. Take a good look at them and confirm that you would like to touch the Glyph, upon which the wall will open. Go down the stairs and examine the wall mounting. You'll find out how the different Spheres in a temple work. Take the GLYPH SPHERE from the mounting and go down to the foot of the stairs. If you examine the door and place the Sphere correctly, the door will open.

Retrieve the Glyph Sphere from the right half of the door, proceed along the passage and turn the corner. Insert the Sphere in the recess which you'll see in the middle of the left-hand wall. The wall will now open. Behind the wall, you'll see a DESTRUCTION SPHERE in a recessed alcove. Insert it for a moment and continue on your way until you see a pedestal on the left-hand side. In order to open the chamber behind the pedestal, just touch the symbols on the opposite wall. Enter the chamber and take the BESAID SPHERE from the wall. Insert the Sphere in the pedestal. The wall behind will disappear, allowing Tidus to push the pedestal inside.

You now have a chance to end the Trials by simply pushing the pedestal along, but then you'd forfeit a useful item. Return to the eastern recess and take the Destruction Sphere. Insert this in the secret chamber opposite the pedestals (the same room from where you just took the Besaid Sphere). This will open a secret chamber at the end of the main passageway, where you'll find a chest containing a ROD or WISDOM. This will prove to be an ideal weapon for the Summoner Yuna. There is a hidden item in each temple. Once you have found all six hidden items you will be able to open the way to a new aeron.

Now go back to the pedestal. Push it to the end of the chamber by simply pressing yourself against it. As soon as the pedestal reaches the mark on the ground, it will sink into the floor. You may have noticed a glowing switch on the wall. If you touch it, the pedestal will be returned to its starting position. This may be of use if you manage to accidentally push the pedestal too far or against a wall.

BESAID ISLAND

THE NEW SUMMONER

Follow the rest of your party out of the great Hall. Outside, Yuna will summon her first aeron: Valefor (you can rename the creature if you wish). You can then chat to the Aurochs about the forthcoming tournament, or you can go to the left past the fire towards Yuna. Wakka asks whether the lady takes your fancy; reply to this as you

FINAL FANTASY X

Like. Address him again and confirm that you would like to go to sleep. During the ensuing dream, Tidus must go to the left towards Yuna for the adventure to continue.

FINAL PREPARATIONS

Tidus wakes up in the Crusaders Lodge. In front of the tent, Wakka holds him the Brotherhood sword. The Equip function is now available in your main menu. Take a good look at your new sword – it has the following abilities: Strength +5% and three free ability fields. Give Yuna the Rod of Wisdom that you found in the temple. The weapon has a useful sensor function, providing you with information about your opponents during battle. You'll also find a Map in your Inventory. Together with Yuna and Lulu, Wakka and Tidus proceed towards the beach.

HUNTING THE DOG

Although you can now go directly to the beach, it is a good idea to return to the village first. If you speak to the sales lady in the Shop, she'll tell you that her dog recently dug something up. You'll find the dog in the area to the North-East. If you ignore the animal, you'll see that it's something mangled and sloppy in his mouth. This will automatically enable Valefor to learn the Energy Blast Overdrive technique. If you return later, you'll find the dog and his owner together in the Shop or at the northern end of the village square. In this case, you only need to address the woman in order to learn this new technique.

BATTLE TRAINING FOR EXPERTS

On your way to the beach, you have a chance to become more familiar with the refinements of the battle system. Your first confrontation will be with a Dingo. It's Tidus' turn and your options are limited – you can only select Attack. After you've attacked the animal, remember that Wakka said flying monsters are generally his business.

On the hillside, you'll find yourself battling a Water Flan. Lulu comes to your aid with her Black Magic. She's able to deal with creatures who are resistant to physical attacks. Use the Thunder spell against the Water Flan.

A FINAL STOP

Your party takes a break at the save point up on the hill. It doesn't matter whether you ignore Wakka, join in his prayer or just look on, but it is important to save your game. Then follow the red arrow in the direction of the beach. On the Ancient Road you'll see a pillar on your left, bearing a blue seal with an inscription in Al' Bhed. An ambush awaits you a little further on.

KIMAHRI FIGHTING STRATEGY

Tidus must take on this boss alone. Although his opponent is one of Yuna's guardians, he won't hesitate to kill Tidus. However, you're not really in any danger since you enter this battle with maximum stamina. Just use normal attacks in each round and he will probably subside after five or six hits. Tidus' HP and MP will be fully restored and you can look forward to a new addition to your group: Kimahri is about to join you.

TIP

Take a look at your game map: you'll see white squares to the left and right.

You can also make out a treasure chest on the ruins above the path. Don't worry about this for the moment, since you will only be able to reach them at the end of the game. The same applies to the white square which you'll pass at the Waterfall Way in the next section.

After the battle against Kimahri, you'll find that the Besaid Shop's stock has changed. As well as the three items, the shop now also offers weapons with the abilities Strength +3% or Magic +3%, as well as Armour with +5% Strength +5% and three free ability fields. Give Yuna the Rod of Wisdom that you found in the temple. The weapon has a useful sensor function, providing you with information about your opponents during battle. You'll also find a Map in your Inventory. Together with Yuna and Lulu, Wakka and Tidus proceed towards the beach.

BATTLE TRAINING FOR EXPERTS – PART 2

The next opponent to confront you on your way to the beach is a giant flying monster known as Garuda.

Extraordinary measures will be required to defeat this awesome creature – this is a job for a Summoner. Use \otimes to select Yuna and then select Summon. Remember: switching active characters is not deemed to be a move in the game, so it doesn't cost you any time.

As with the classic attack, fighting with your summoners is done using Sonic Wings – a special attack with the side-effect Delay. In addition, Valefor has the four standard elementary spells at his disposal. These will inflict the greatest damage during this particular confrontation. If you press \rightarrow , you'll also see three additional options: Shield and Boost have an effect on defence and the aeon's Overdrive gauge, while Dismiss enables you to recall your aeon and continue the battle with your normal character. Unfortunately, this particular feature doesn't apply to the fight at hand. If you manage to select Overdrive during the battle, you'll unleash a particularly powerful attack.

As soon as you've defeated Garuda, the Fortune function will be available in your main menu. This allows you to determine which three characters enter battle first. Remember: your characters' Agility levels determine the action sequence during battle. If your victory was rewarded with new weapons or equipment, you should equip them now.

TIP

Open the main menu immediately after the first fight with Valefor. Then open the Config sub menu. There, you can set the aeons' animations to Short. This significantly speeds up the mighty creatures' battle deployment. Don't worry, you won't miss anything. The full animation sequence will always be shown the first time you summon a new aeon.

BATTLE TRAINING FOR PROFESSIONALS

Next, you'll have to fight yet another Garuda. You'll first have to select Wakka's Dark Attack skill. This ensures that your opponent's physical attacks are ineffective for three rounds. The dark clouds around the monster's head indicate that the status effect has taken hold. If you happen to be in possession of a weapon with a Sensor, this information will be shown at the top-left of your screen.

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Gull and Water Flan. Remember: only those characters who have actively participated in battle for at least one round will be rewarded with AP. In this context, the term 'active' includes defensive measures using \otimes . If you use \otimes to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle.

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Gull and Water Flan. Remember: only those characters who have actively participated in battle for at least one round will be rewarded with AP. In this context, the term 'active' includes defensive measures using \otimes . If you use \otimes to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle.

A WATERY DETOUR

As soon as you reach the Crossroads, turn to the South towards the beach. Then go towards the ship in the West, remaining on dry land for now. First, let the other characters precede you on the jetty. The priest will give you a SEEKER'S RING, which gives Yuna an HP bonus of 10%. You'll also be rewarded with an ETHER, 400 Gil, a PHOENIX DOWN and a REMEDY. You'll have to address the woman in the front to the child and the child to the left on the plank twice before they relinquish their items.

Board the ship in order to leave Besaid. If you decide to return in the direction of Besaid via the Waterfall Way, you may be slowed down by random battles with familiar monsters. Although your comrades are actually already on the ship, they take part in the battle.

S.S. LIKI

THE CALM BEFORE THE STORM
Kimahri is now available in your menu. If you'd like a particularly short crossing, go to Yuna, then speak to Wakka and then return to Yuna. By the same token, you've best be quick to ignore him if you have intentions to accomplish on the S.S. Liki. You'd be well-advised to save your game before deck and to collect a couple of POTIONS.

Next to the door leading to the bridge is a set of stairs. Take these down to the interior of the vessel, where you'll meet O'aka XXIII. If you talk to the trader again, you'll be offered a chance to invest in his business, but you won't be able to buy anything yet. Give him at least one Gil. The door on the left leads into the Cabin, where you'll find a REMEDY hidden in a chest on the left-hand side. The suitcase on the right is rather unusual – use \otimes to kick it. Each kick will be rewarded with a Potion that you've collected.

On the far left of the ship's stock of Potions has already reached 20. Hitting the suitcase won't yield any more. Once you're back in the Corridor, don't climb the stairs in the foreground immediately. Instead, go directly to the bottom right of the screen, where you'll see a door leading to the Power Room. You can admire Chocobos at work. An inconspicuous AL BHED PRIMER III is in the foreground to the left. Now go on deck and approach Yuna, before addressing Wakka and then talking to Yuna again. You'll obtain information regarding High Summoner Braska and Jecht. Sin now launches another attack.

O'AKA XXIII

You'll have four chances to invest in O'aka XXIII's business. Make sure you give him at least 1 Gil, for O'aka is set to become the best and busiest trader in the whole of Spira. The four different locations where you can hand over your money are:

1. SS Liki
2. SS Winno
3. Luca – Number One Dock
4. Mi'ihen Highroad

The total amount invested will have an effect on the prices charged by O'aka on the Mushroom Rock Road. The reference price relates to the normal local price.

An investment of 10,000 Gil will only pay off if you later buy goods worth at least 23,336 Gil on the Mushroom Rock Road. Only then will you really start to make savings. By then, O'aka's stock is quite interesting, but it's debatable whether it makes sense to advance so much money. You'll have to decide yourself

whether to give him more than 10,001 Gil.

SIN FIGHTING STRATEGY

You'll have to take on three more Sinscales next to Sin's raft. Once you've disposed of all three, three more will take their place. It's a good idea to knock out two Sinscales first while leaving the third pest alone. You always enter battle with Tidus, Yuna and Kimahri. Your first move should be to enter battle with Tidus, Yuna and Kimahri. You'll first move should be to enter battle with Wakka.

As soon as just one active Sinscale is left, use Valefor's properties of Walkoff's ball and Valefor's spells to knock Sin. If it's Sin's turn, he will put at the ship. Use Yuna to heal your wounded fighters, or simply send Valefor into battle. Even Valefor's normal attacks have an effect on Sin. Use an Overdrive here if you get a chance.

Once you've defeated Sin, Tidus falls overboard. Wakka follows him and the two are attacked by a Sinspawn.

SINSPAWN ECHUILLIES FIGHTING STRATEGY

This Sinscale is also accompanied by Sinscales. Concentrate on the main monster. The Sinscales inflict a certain amount of damage, but you'll just have to live with that. Although one attack will suffice to dispatch one of the four Sinscales, he'll be replaced by up to two new ones. Each battle round where Sinspawn Echuckles deploys his Drain Touch tactic, the Sinscales are simply distracting you from the task at hand.

Sinspawn Echuckles always uses the same pattern when attacking. He deploys Drain Touch twice to attack one character, and then launches a single attack on both characters using Blunder. You can use Wakka's Dark Attack to nullify the Drain Touch.

Your best bet is to use the following strategy: when Tidus' turn comes, select Cheer five times and then just use Attack. Have Wakka launch an Invincible Dark Attack, followed by Valefor's normal attack. From the beginning onwards in this best-case scenario, you'll be able to end this battle with a residue of over 200 HP each, without having to heal your characters once. Nevertheless, remember that it's always better to use one Potion too many rather than one too few.

KILIKI KWOODS

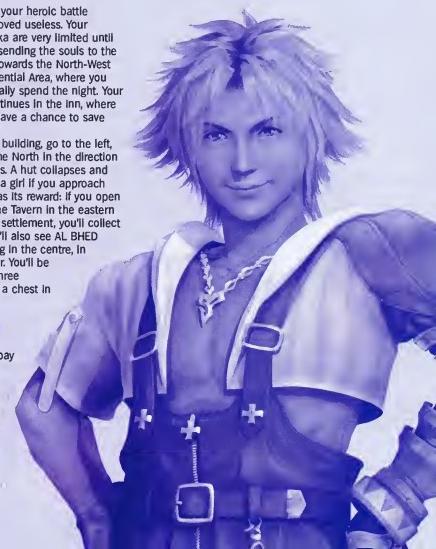
EXPLORING THE FOREST
Move forward a few paces to gain some additional experience. By using the Special ability Launch, Kimahri will learn the Seed Cannon attack from a monster known as Raga. From now on, he'll be able to use this as an additional Overdrive variant.

To the North of the crossroads, you'll see one of the blue Al' Bhed symbols. Even if you've mastered all the letters, you won't be able to decipher this inscription. You'll first have to combine it with a similar inscription that you can later find on Gatta and Luzzu are standing a few metres away. They warn you against the Lord Ochu who can be seen out in the background. You can enter battle right away, put in a little more training, or avoid the confrontation altogether. First, however, you should speak to Luzzu. It's time in order to collect four ANTIDOTES.

Go back a little and pick up the two MANA SPHERES. You should also remember to pick up the SCOUT WEAPON for Wakka. It has the Sensor and Icestrike abilities, so you should equip it right away.

Groups of DINONIX, Yellow Elements and Killer Bees render the forest rather inhospitable. DINONIX turns his opponents into stone, but Yuna can cure this status effect using her Esuna White Magic. The monster itself is nimble, so you'll have a hard time hitting him. However, like the Killer Bees, this creature poses few problems for Wakka. Luzzu's Blizzard is also effective against the DINONIX. Her Water spell is perfect just the thing to deal with the Yellow Element. You should also try to load Valefor's Overdrive. Take care to select Dismiss before the aeron runs out of HP and look around for a save point to heal her.

Three people are standing at the crossroads to the West of Lord Ochu.



Two of them will flee if you approach and talk for a bit, while the third person moves to the side. If you talk to this person several times, you'll be rewarded with a REMEDY. If you need a HI-POTION, you can repeat this game at the crossroads to the North of Lord Ochu. Remember to open the nearby chest containing a LUCK SPHERE.

TIPS

- If an aeon's HP drops to 0, they cannot be summoned until they have been healed at the next Save Sphere.
- An aeon's Overdrive gauge is replenished both by attacks and by damage.
- If an aeon is knocked out, his Overdrive gauge drops back to 0.
- Aeons are immune against negative status effects such as Darkness, Poison or Sleep.

CHOOSING YOUR ENEMY

Save your game before taking on Lord Ochu! There's a save point on the Pilgrimage Road in the North! The group seems to split up there, but Tidus does not have to travel back to the South alone. Approach the battleground from the west to obtain three PHENIX DOWNS from the Crusader. If you advance from the South, you'll simply have an extra chat with Luzzu. Nothing special will happen if you approach from the North or East. Remember: you can avoid the fight with Lord Ochu and go straight to the North to find Ochu to the Geomancer.

This is not a normal battle – fight you can always take flight if things get too sticky. Lord Ochu is vulnerable to Fire. This applies both to Lulu's magic and to weapons with the relevant ability. If Tidus has already learned Haste, he should use it to speed up Lulu. Wakka can use a Silence Attack to prevent your opponent casting spells. Poisoned characters can be healed using Yuna's Esuna or Antidotes.

Once you've inflicted 2,500 damage points on Ochu, he'll restore lost HP by sleeping. This ensures that he regains HP in each round. Wake him using a physical attack and he'll react with an Earthquake. You can circumvent this by summoning Valefor. Summoning him after summoning Valefor, Summons will continue using Fire and/or Sonic Wings. Remember that an Overdrive still inflicts the greatest damage.

Once you've defeated Lord Ochu, you'll be in line for two rewards. Take to Luzzu to collect an ELIXIR, and then pick up a NUBLAZE SHIELD for Tidus from the Crusader at the crossroads in the West. If you haven't done so before, you should now go up to the temple. At the head of the stairs you'll be confronted by a Sinspawn – there's no escaping this battle.

GENEUA'S TENTACLE

FIGHTING STRATEGY
Before dealing with the tentacle, you should get rid of the two Tentacles. Use Haste to do this. Although the Tentacles are immune against Darkness, they are not difficult to defeat. Once you've dealt with the Tentacles, take on the creature's body; it's vulnerable to Fire.

Once the boss's HP has fallen below 2,400, he'll open his shell, rendering him very vulnerable to normal physical attacks. Sinspawn Geneaux regularly poisons his attackers, but the effects of the venom can be healed using Esuna or an Antidote. He also attacks using Water spells. You can either avoid this by utilising Wakka's Silence Attack, or use Yuna's Nutrifice to nullify the effect of the spell. However, this only offers one-off protection. After savouring this relatively easy victory, it's time to visit the temple.

KILIKA TEMPLE TO THE CLOISTER!

You'll see people milling around in front of the temple, but they have nothing to give you. After an encounter with an opposing blitzball team, make your way down the stairs to the North and address Wakka in the Great Hall. The arrogant Summoner Dona will then enter the scene. Enter the Cloister of Trials by first waiting outside, then enter as soon as the lift returns. Once you've arrived below, go through the door in the background. As soon as you move to open it, you'll be asked whether you'd like to wait here or go inside. You should proceed.

KILIKA THE CLOISTER OF TRIALS THE TRIALS

Enter the cloister to the left, remove the KILICA SPHERE and insert it into the recess to the right of the door in the North. Take the Kilkka Sphere out again to open the passage. Go into the next chamber and insert the Sphere into the recess in the North wall. A Glyph will appear. Remove the Kilkka Sphere again and insert it into one of the two recesses in one of the side walls. If you touch the Glyph, a passage to the North will open. Now remove the GLYPH SPHERE from the pedestal and Insert it into the other side wall.

Go to the wall of flames, step on the glowing switch to the right and the pedestal will appear. Take the Kilkka Sphere on the right-hand side and insert it into the pedestal. If you push the pedestal onto the glowing switch, part of the floor will vanish. Now fetch the Glyph Sphere from the previous chamber. If you insert it into the recess from which you removed the second Kilkka Sphere, a secret chamber will open.

Go down the stairs and take the next Kilkka Sphere from the East wall. Insert it into the North wall and the exit door will be engulfed in flames. Fetch the DESTRUCTION SPHERE from the secret chamber and insert it on the level below. This will reveal a chest containing a RED ARMLET. This will protect Kimahri against Fire, Ice and Lightning. Finding the Red Armlet is also an essential part of obtaining the aeon Anima. Now all that remains is to remove the Kilkka Sphere from the Northern wall in order to open the exit.

A NEW AEON

Talk to the guardians several times then run to the exit. Yuna will appear together with Iffit, her new aeon. Now return to the port. You can test the strength of Yuna's new aeon in the forest. Remember that Iffit's element is fire, so you can heal him using fire spells. Once you've completed your business, you can sail forth on the SS Winno.

SS WINNO VOYAGE TO LUCA

You could easily miss the treasure chest behind Iffit. It contains a HI-POTION, but it's very unlikely that AL-BHED PRIMER Y will be accompanied in the middle of the green carpet on the Bridge. You'll find the trader O'aka waiting for donations near the Save Sphere in the Corridor. If you lend him more than one Gil, he'll sell you the items on the list.

EVASION ON WAKKA AND LULU

Nothing will happen on board the ship unless you go on deck and then climb up to the upper deck. Here you'll witness a conversation between Wakka and Lulu. If you decide to approach the blitzball lying in the middle of the deck beyond the bridge, you'll start the Jech Shot Challenge. You won't be able to try this again until much later on, so beware beforehand. Before the team starts practising blitzball, you can also talk to

Yuna again at the stern of the boat, or you can climb the stairs to eavesdrop on Wakka and Lulu three more times.

THE JECHT SHOT CHALLENGE

Tidus's father, Jecht, was a legendary blitzball player. You now have a chance to learn his trademark shot. To do so, Tidus must symbolically rid himself of some unpleasant memories. Various sentences will be shown on-screen. Move your directional buttons – or your left analogue stick – in the relevant direction and press \times . If the text appears immediately above Tidus, just press the button. You get one trial run, then things get serious. You must hit 11 sentences within ten seconds in order to pass the test. Your best bet is to tap \times rapidly through the text, moving your stick in the required direction. If you're successful, Tidus will perform the Jecht Shot under the admiring gaze of the Aurochs. There's no need to despair if you fall though, just go across to Yuna to complete your trial to Luca.

If you succeeded, from now on, Tidus will be able to use this special shot when playing blitzball. You will only have to play one blitzball game during the course of your adventure and it doesn't matter whether you win or lose. However, if you enjoy the game and would like to improve your chances of victory, you'll find the Jecht Shot very handy.

LUCA LONG LIVE BLITZBALL!

After arriving in Luca, you'll have to go across to the neighbouring dock in the North-East, where the religious leader of Spira, Maester Miksa, is just arriving. He is accompanied by the young Maester Seymour, a member of the Guado people. You'll see a treasure chest marked at Number 2 Dock on your map, but you'll only find it there after this event.

Blitzball is now on the agenda. There's no need to memorise the rules now, you've got a while until the first game. After the tutorial, you'll discover that Auron has been spotted in a cafe. Your acquaintance from Zanarkand is apparently a renowned guardian in Spira. You can brush up on the blitzball rules again by examining the monitor to the left of Wakka.

TURESE HUNT

Before meeting Yuna, you'll have a chance to collect a few useful items. AL-BHED PRIMER Y will be lurking behind a player's foot in Basement B. Also, take the opportunity to open the chest at the end of the passage – you'll be rewarded with two HI-POTIONS.

You can hear the tour of the docks for later, but if you do choose to have a look around, you'll find two treasure chests on the Number 5 Dock, hidden behind a huge stack of crates. There's also a new chest waiting for you on the Number 2 Dock. Once you've completed your tour of the docks, you'll find a chest that includes an HP SPHERE + MAGIC SPHERE, two PHENIX DOWNS, 500 GIL and a TIDAL SPHERE. Kimahri will find the Tidal Spear a useful weapon, since it has the abilities Piercing and Waterstrike.

THE FLYING TRADER

Take a good look at the gentleman with the green rucksack on Number 1 Dock. It's O'aka, and now he has a few useful items on offer. You'll find the THUNDER SPHERE, with its Lightningstrike ability, handy in forthcoming battles, although it's not absolutely vital. However, the STUNNING STEEL SWORD has the rare Slowthow ability and is therefore a useful – if expensive – addition to your armoury.

A VISIT TO THE THEATRE

You'll meet Yuna at the southern Stadium exit. While you're there, pay a

visit to the Theatre. The Monitor in the entrance area is now displaying Field Info. This new function provides you with tips on fighting specific opponents. In this case Bomb and Dual Horn – you can also gather some practical experience. Don't worry if this training battle costs your group their lives, they will simply come back in the same state they were in before the battle. Kimahri cannot learn any new Overdrives during these practice battles. Your Overdrive gauges will not fill up during these practice battles. You'll find AL-BHED PRIMER Y lying on the ornate carpet in Reception.

TIP

If you enquire at the Reception desk, you'll be able to buy a ticket at Main Hall, where you can savour the game's movie sequences and musical interludes one more time. However, this is a rather expensive pleasure, since you'll first have to buy Movie Spheres and Music Spheres from the two little men at the Entrance to the Theatre. You can view a maximum of 50 films, each of which costs 5,000 Gil, or listen to a total of 68 musical interludes at 2,000 Gil each. Since you can return here later on in the game, there's no need to buy any now.

SEARCHING FOR AURON

Look around the Square a bit more. You'll find 1,000 Gil further to the East. If you're eager to earn some money, take a look at the woman on the right of the Square – she has a dog on a lead. The lady is selling weapons and equipment. Now enter the Cafe to the North. Although Auron is not there, the cafe is occupied by a band of kidnappers who promptly disappear with Yuna.

RESCUING YUNA

Your destination is the Number 4 Dock. Since the direct route there is blocked, you'll have to go West, out of the Stadium. Each time you try crossing between the docks, you'll be attacked by two Workers. If you have weapons with the Lightningstrike ability, you should equip them now. Otherwise, you'll find Lulu's Thunder very effective. Try and keep the workers off of Lulu's actions. On Dock 4, you'll find a bottle with two robots three times in a row. Once you've defeated them, save your game before boarding the Al-Bhed vessel, where you'll find yourself facing a formidable opponent. If your fighters would like to put in more training, you can go back for random encounters with more Workers on the docks.

OBILITERATOR FIGHTING STRATEGY

With 6,000 HP, the Obliterator is a hard nut to crack. There's a one-in-three chance that he'll use Counter Attacks. Ironically, Counter means that an opponent hits back immediately or casts a spell even if it's not his turn. Such an action doesn't count as a turn in the context of the battle.

Your opponent will use Darkness to counter physical attacks and Silence to counter magic attacks. These status ailments last for one round. There is a crane, but you'll need to power it up before you can use it. Have Lulu cast Thunder on the crane three times. If Tidus has mastered Haste, you should speed up Lulu at the start of battle. Following the third Thunder spell, Tidus will be able to use a Trigger Command to set the crane in motion. It will sever the Obliterator's upper half, reducing your opponent's HP to 1/16 of the current level. This means that the machine has a maximum of 375 HP left, so defeating him shouldn't pose too much of a problem.

BEING THERE IS EVERYTHING

Yuna is now safe, and Wakka gets to lead the Aurochs to victory in the first

match of the tournament. Now it's your turn. You have one last chance to learn the rules of the game in the Locker Room – have a word with Datto to do so. Once you're ready, turn to Wakka. This is the only blitzball session which you absolutely have to complete. It turns out to be quite a difficult match to win. The result does not affect the rest of the story however, and the prize for victory – a STRENGTH SPHERE – is no great reward.

BLITZBALL TIPS

1 Try to hold the ball in the first half of the match. Make full use of passes, so that you get more experience points.

2 During half time, equip Tidus with the Jecht Shot technique if you learned it on the SS Winno.

3 Wakka comes on place of Tidus three minutes after the start of the second half. This interrupts any action – even a shot at goal. Therefore, you should ensure that the ball is passed quickly to Tidus so that he can execute the lengthy Jecht Shot.

4 The Jecht Shot puts two defenders completely out of action, so there's no need to include them when calculating offensive and defensive levels.

5 If the game is still a draw at the end of normal time, there's another break and then the teams play on until the game is decided by a Golden Goal.

A FAMILIAR ENEMY

Once the game is over, you'll get a chance to save before enemies attack the Stadium. Tidus and Wakka must eliminate a total of 17 Sahagin Chieftains. You'll face three opponents during the first battle. During the second battle, you'll again face three opponents, but three more are waiting behind them. And the third group has five "substitutes" waiting to enter battle. Use Haste whenever possible and exploit Wakka's Overdrive to the full. If you spot the three rolls on the same colour, all enemies will be damaged – the time taken has no effect on the damage done by the Overdrive. The colours appear in the following sequence: yellow, blue, white and red.

AURON RETURNS

Aurón first gives a solo performance as he can dispose of his enemies using a single shot. He then joins forces with Tidus and Wakka in battle against a Garuda. Use Wakka's Dark Attack to ensure that the monster's next three attacks fail. Use Auron's Power Break to weaken the Garuda's physical attacks – just to be on the safe side. After this battle, Seymour Intervenes. The monsters are helpless when faced with his aeron Anima. Once the fighting is over, you'll learn of a connection between Jecht and Slin.

Auron will be part of your team from now on. Go to the edge of the city, where he officially offers his services to Yuna. Head out of Luca and climb the stairs to the cliffside compound. If you feel like doing a little shopping before you leave Luca, you'll find the weapons and items are now being sold at the Main Gate inside the Stadium. The items on offer also include a few for Auron: a SHIMMERING BLADE and a METAL BRACER. Prices and abilities are the same as the equipment for Kimahri. This is the best place to get equipment and items for now, as O'aka has already moved on.

NEXT MONTH!
Make sure you check in with OPS2 for more game in help. We're going to help you unravel MOH: Frontline!

FULL WALKTHROUGH - PART 2

central room and there'll be two of the weld points you're supposed to breach – just look out for the large yellow signs on the wall. One is obvious, the other you get to by going up the ramp into the building in the centre, smashing a window and then crawling out along a pipe (you'll need your lamp to see it) and dropping down into a hidden area.

Head out the other doors and go left to meet an engineer and a repair droid hard at work. Proceed through into the electrically charged room and then drop down to see the third weld point (use a Multitool on the control panel and then again on the second one beneath the floor to cut off the electricity). You can't get through the controls and the next weld point will be obvious. Now head back the way you came, past the engineer and out to the Blige Pump Room. Flip the switch next to the computer and hack it to reverse the pump flow. When you have done this, the last weld point is in the opposite corner. Now get off the ship and make your way up to the chopper – the lift in front of the crane will take you there.

GRAVEYARD: NYC

Press the button next to the gate and the guard will let you in. Head left to go down into the monastery. Find Bowd and give him the Ambrosia, then examine the crypts to stock up with supplies. You can also find a note (messing around in the back upstairs) and check one of the pictures for a locked safe. Head back to the guards' building next to the gate, then hack the computer to reveal a hidden entrance to the generator. Destroy it. Get back in the chopper and head for Paris.

PARIS AND THE CATACOMBS

Head down the service elevator in the locked shed, up the stairs and through the door on the right. Talk to the girl and then go back out to left before heading down the left passage. Follow the ramps down and grab the HAZMAT SUIT before going through the door into the toxic room. Go through the door in the far-left corner. Search the next area for supplies. Keep heading towards the west passage. Keep heading down and then up the ladder if you want more supplies; you can raid the building to the west. Go to the east building and locate the boarded-up door. Clear it using a melee weapon and then go down the spiral staircase into the Catacombs.

CATACOMBS: PARIS

Go right at the bottom and head into the right passage. There are guards patrolling the area so tread cautiously. Go through the room containing the pillars and straight ahead you should see a little alcove. Go into it and activate the brick switch to open a secret door to Chad and here give him a hit to the blast door which is opposite the secret door you entered the bunker by. Look for the locked box. Inside is a security login and the follow the passageway, turning left whenever you can. You'll emerge in a room with four exits and a MJ12 troop patrolling. The room on the left contains two LOCKPICKS and if you go into the room straight ahead you can climb a ladder to a secret room. In this room, unlock the gate and a repair bot will appear to shut off the electric field – giving you free access to more supplies. Back in the four-exit room, the room on the right leads to the garage. If you don't want to plough in with all guns blazing, instead, go into the passage behind the cross on the

wall and then snipe a couple of the guards. Go to the far room and take the NANKEY from the table before using the control panel to disable the camera (so that the hostages have an escape route). Then go to the centre room and open the door to the hostages. Follow them back to Chad and he'll tell you where to go next (which is near where you found the hostages).

METRO AREA: PARIS

Go through the sewers and you'll be given a choice of two ladders to climb, one has a locked hatch at the top, the other doesn't – but the unlocked one lands you right in the middle of an MJ12 guard's room. You'll need to go inside. You can chat to many people here, the dancing nurse will tell you loads in exchange for cash. If you speak to the man in the office behind the bar, don't pay to take his directions to the arms dealer's house – it's building 11. Also, if you bribe the lady behind the bar you'll be able to gain access to a locked door containing extra supplies.

Go upstairs and talk to the girl in the corner, she'll arrange for you to meet up with Nicolette DuClair behind the club. You can go straight away or you can explore the streets of Paris some more where there is plenty of fun to be had – like breaking and entering shops, raiding the arms dealer's house and hacking the ATM machines. If you add Jolene to your party, she'll be added to the group.

UNATCO earlier you can find him at the coffee shop across the street from the club. He'll tell you the killphrase for Gunther, so that you won't have to fight him later. When you're done, head behind the club and find out that

Nicolette was the same girl you talked to before jump into the chopper and head to her chateau.

CHATEAU DUCLARE: PARIS

You can pick or destroy the front doors to get in or, if you want to conserve supplies, go around the back and hack away at the boards across the door. Once inside, go upstairs and follow the hallway left. Take the key from behind the vase and go into Beth's room. Search for supplies – like the key to Nicolette's room – and move the picture to find a secret compartment. Now you can either head back and unlock Nicolette's room at the top of the steps (which contains a LOCKPICK) or you can climb up to the waterer in Beth's room to go down to the kitchen. Unlock the cellar door then go down and turn the candle holder to open a secret passage. Head through and break the boards to get into the computer room and use the computer. Take the key from Nicolette then head back out of the house and around the back to the maze. Go through the somewhat linear maze and then into the crypt behind before climbing the ladder at the end.

CATHEDRAL: PARIS

When you emerge, jump onto the crates and smash the window to jump into a secret room that contains extra credits. If you use the fallen beam you can find a second floor which contains a MJ12 guard's room. Go through the gate although a guard will open it if he spots you. Go through the gate and up the slope. There are MJ12 guards on the prowls and a security bot so watch your step. Head past the subway station and over the bridge to the Cathedral. If you like you can dive into the water and swim there with the sewers to reduce the risk of getting spotted. This place is vast and there's plenty to explore, but we'll just stick to the essentials here.

Go in, following the building around and eventually hitting the north-east corner. Climb the trellis near the supply crates and head towards the left corner of the roof. Jump onto the stairs and then climb up to the next level. Jump up onto the roof and follow it around to the next building. Go down the steps and through the first doorway, then continue down the stairs and through the next doorway. Proceed past the vault on the left and head up the next flight of stairs. Take a right and then examine the DATACUBE on the desk. You can also hack a security panel in this room.

Head back down to the vault and disable the security panel by the side of the stairs. The place is heavily guarded by cameras and gun turrets, so you'd be well advised

to sneak across to the far side and disable the second security panel before proceeding. When you're done, go back out the way you came in and turn left as you head up the stairs. Go through the doorway on the right and disable the camera before checking the DATACUBE for a doocode.

Go through the door, turn left and go downstairs. Gunther will appear to take care of you. He is armed with a flamethrower so a good tactic to use when fighting him is to jump into the nearby fountain and continuously jump up and shoot him before dropping back in. This way he won't be able to ignite you with his flames of passion!

Check the computer and select the option it presents you with. Your work here is now done, so search the remainder of the Cathedral for numerous supplies before heading back out to the subway station. Here you'll meet one of Everett's cronies. Submit to him and he'll tell you to his

leader.

EVERETT'S HQ: PARIS

There are a great many things to see and do here. First of all, why not head into Everett's bedroom and check behind the mirror for a secret room. In here you'll find the original leader of the Illuminati in a floatation tank. If you like you can hack the control panel and switch off his life support machine, although Everett won't thank you for it!

Search the remainder of the base for a NANKEY to the helipad and then head up through the door near the starting point. When you get to the chopper, speak with the mechanic and you'll notice he's acting suspiciously. Concealed under the nearby crates you'll stumble across Gunther's corpse – something's not right. With the living mechanic and Jock will question your motives, but as it turns out, the mechanic was an impostor who has just planted a bomb on the chopper. You just saved Jock's life!

VANDENBERG AIRFORCE BASE

When you arrive on the roof, it is possible to snipe the patrolling security bots on the ground below. If you have the necessary fire-power. Head down the stairs via the nearby door. Dispose of the two guards and take the lift to the second floor. When you walk out, take out the nearby guard quietly so as not to alert his mates, then use heavy duty weapons to clear the way to take out the other guard before they get a chance to retaliate. In this case, you should notice a heavily secured door with two TNT crates outside. You cannot access this for now but you'll be returning here later.

Head downstairs and into one of the side rooms to location the generator. Press the button to deactivate it and then head into the grate in this room to obtain a NANKEY. Head out of the room and up the hall, disable the security cameras and turn the turrets on the enemy before heading out through the door at the end. Don't go out of the main door yet, instead head through the other doors. You can either hack the security panel or disable the beams and upstairs in the previous room, smash the window and jump down, either way there'll be a couple of guards to take care of.

If you go into the flooded canteen then there is an AMORTAN CANNISTER to pick up, but be sure to disable the security panel to cut off the electricity first otherwise you'll fry in the water. Go back out and open the door to the small room to free the scientist and grab a few vital supplies then head back into the main building and through the main doors outside. If you didn't snipe the security bots from the room at the start of the mission, then head towards the building without the radar dishes on the roof. Once inside, go through the doorway and turn around to push the buttons next to them; these will open the bay doors and release the allied robots out into the yard. Now go outside and attack both sets of robots to battle!

When the enemy robots have been destroyed, go into the building that does have the radar dishes on the roof and then head into through the maintenance tunnels. Drop down through the hatch at the back and get ready to fight some nasty spider droids. You'll notice a generator on your right as you make your way through the tunnel with some laser trap wires up ahead. You can opt to try and vault over these wires, but if you hit them, more spider droids will be deployed and you'll have to press the top button on the generator to unlock the door up ahead. The best way is to just bypass the security panel to

deactivate the beams.

Once you're through, take care of the two spider droids and drop down. Grab the supplies in the crates, turn left and go up two flights of stairs. Press the '3' button on the control panel, then head back down and turn right. Follow the passage, bypassing the security fields and then up again. Now cross the bridge to the other side. Grab the key next to the corpse and go up the ladder before heading out of the hatch.

Press the switch to open the door and you'll emerge back in the main building. Go back upstairs to the control room door (the one with the TNT crates outside) and use your new key to open it. Head up the right door and step in to meet up with Carter. Then go down and talk to Dr Savage to the left of the computer. He'll unlock the door for you and tell you how to access Millet. Now, if you have a Hazmat suit, head straight in, press the switch, double back to the other corner of the room where the elevator is, head up and then run up to the computer.

Once you're at the computer, log in to upload Daedalus then go back and talk to Savage – his daughter has been kidnapped and needs rescuing. Head back outside and then down the slope to the chopper.

CALIFORNIA GAS STATION

As there is a hostage at stake, the key is to keep the place secure until here. Talk to the vegans near the fire and get the NANKEY, then head back to the point you were dropped off and open the door. Go up the ladder and then crawl through the gap in the fence before taking out the nearby guard. Go around to the left of the building and up the ramp. Take out the guard behind the building (all the time using a silenced weapon like your Stealth Pistol) and then use the ladder to climb onto the roof and then jump over to the next building.

Drop through the hatch and quickly take out the MI6 and his troupe. Open the door to save Tiffany. Tell her to stay put and go back outside, killing all the remaining guards and dogs and searching the other buildings before going back to fetch her and lead her safely to the chopper. Mission accomplished.

OCEAN LAB AND MISSILE SILO

When you're dropped off, watch out for the prowling security bot and kill the lone guard. Search his body for a NANKEY and then use it to open the door on the central pillar. Go upstairs and turn left at the top, past the barracks and through several guards until you get to the room above two scientists working on computers. Hop down and talk to the guard. He'll give you some info and a picture.

Now go through the doorway to the south and find a vertical passageway with all the ladders. Take the last one. Follow down the passage, past a guard to the bay doors with two turrets up. Dispose of the guard and head through the door on the right. Follow the catwalk to the next building.

Go into the centre pillar and press the elevator switch to go down. Hack the security panel on the left wall and turn the turrets on the enemy. Head down the passage until you come to a room and then talk to the female scientist to get the security login for the panel hanging down from the ceiling here. Use it to turn off the cameras and open the bay doors. Head upstairs and follow the passage until you find a small sunken room that is being worked on by the maintenance droids.

OCEAN FLOOR

Hack the security panel on the wall



You killed her in last month's instalment, but the spirit of Anna lives on...

DEUS EX

and then head up the two flights of stairs and into the room at the top. Read the DATACUBE and then go up the next flight of stairs into the room above. Be careful of the gun turret and get through the door to the right.

There's another gun turret in here so it may be best to take it out altogether as you'll need to approach the body on the ground and take the NANOKEY. The room on the left contains vital supplies so make sure you unlock the door and stock up before leaving.

Head back to the main hall and unlock the door with your new found key. Go down the ladder and into the water then hack the keypad to enter through the next door. Read the DATACUBE on the desk and head through the door on the right, down more stairs and through another door. Follow the recessed floor in the cavern and take out the creatures that pop out. Now follow the hallway on the right then grab the NANOKEY and weapon mod from the table before unlocking the next door and going through.

There's nothing of any great value behind any of the locked doors in this area except for a few useful weapon mods, so if you're running low on lockpicks or explosives, don't waste them. Climb down the ladder and then through the door at the far end.

Here you can either bypass the security panel, use an EMP grenade, or lockpick the grate on the right side. Head past the spider-bot towards the elevator. The guy floating in the water behind it has an AUGMENTATION CANISTER, but the water is electrified, so be careful. Head up the elevator. Hack the panel to the right of the staircase ahead to extend the bridge then head down the stairs and across the bridge. Hack the computer in the next room and then head all the way back to the cavern to meet up with Savage. After this conversation, you'll have to fight him, but watch out when you finally nail him because he'll explode.

Now go all the way back to the command module, which is where you first came in. Get into the mini-sub and head back to the vertical passageway with the ladder that spans three floors. Head up to the top floor, then

climb the next ladder, open the hatch and you'll be on the roof. Savage will talk to you, and give you an upgrade canister if you saved his daughter. Now get in the chopper and leave.

WEST COAST SILO

Turn left, look up and snipe the guard in the tower, then take care of the two guards to your left at the corner of the facility. Head around the fence and towards the building with the windows. Inside are the guards. You can try sniping through the window or sneaking up to the door and tossing a gas grenade in. Once they have been disposed of, grab some stuff from the table and head upstairs. There's a keypad on the central support beam. Bypass it and you'll open a secret stairway to the attic with quite a few supplies inside. Search the rest of the area thoroughly for supplies by using the catwalks that lead to the main base, then go down to the main silo doors and use the code to get in.

Turn left and use the code again to go through those doors. At the end are some security beams that can be taken out with an EMP grenade or by blasting them with a plasma pistol. Head upstairs and then find the console with the big 'ABORT' button on. This will open the security panel to the left. Get in by hacking or with your login and initiate a new launch. Head back to the silo doors and go through the other pair of big doors labelled 'Missile Silo'. The next passage is patrolled by MJ12 commandos and MBIs, so you can either run down with all guns blazing or go through the grate on the floor that leads you to the bottom level (into water) and to an elevator. Either way you want to end up on level four. Look over the railing and take out the technician tampering with the missile, then use the elevator to go up to level six. Use the button to open the hatch and then take the chopper to Area 51.

AREA 51

If you didn't kill the mechanic that planted the bomb in the chopper then it's gonna blow at this point. Take out the sniper in the tower behind the helipad and then follow the ramp down to ground level and go to the building on the right. Here you can find a NANOKEY to the tower, as well as a few supplies. Now you can

either head back to the tower behind the helipad and hack the panel or you can cross the facility to the hanger with the collapsed door and head upstairs to get the entrance code from the soldier through the broken window.

Inside the tower, go upstairs and use the security panel to open the blast doors then go through them. Head down the right passage and into the hallway to the left. Turn right and open the panel to restore power, then go back down the other passage and take the lift down. Press the button next to the big security door and head through.

AREA 51 BUNKER

Head down and be careful of the exploding generator on your right. Once it's safe, run past it and talk to Everett. Turn around and go straight ahead, following it down until you see a security robot and a door. Input the code that Everett gave you and go in. Take note of the infinite strength keypad. Head outside and keep following the passage to the next keypad door and go through. On a table is a DATACUBE with the code to that door. Head back through the door, head back and open it. Now continue following the passage until it opens into a big chamber and head up to the really big door lit by red lights, unlock it with your keyring and go through.

If your brother's alive, he'll send you a message at this point, outlining the possible outcomes. Activate the elevator and kill the troops that come up, before going down on it. Go ahead and turn left, then Tong will talk to you about his 'ending'. He'll give you an Image and open the door for you. Head in. There's a couple of ways into the stairwell to your right. Make a lot of noise and some troops will open it for you or you can lockpick the door. Failing that, go straight up the right side fence in the stairwell down. In the water below is a corpse that holds the NANOKEY needed to open it.

Once you're in the stairwell, take note of the Aquilus Hub door. Keep heading upstairs and you'll find a console with a DATACUBE on. Use the code on the security panel behind you and unlock the door. Now head back downstairs and, once you're back at ground level, go right and follow the stairs down. Straight ahead is that door you just unlocked. Head through it and go up to the control room via the ladder on the right. Talk to the mechanic and he'll give you the code to the Aquilus Hub. Backtrack to that door and punch in the code.

Follow the passage until you get to a room with the grays inside and head through the door on the left. You'll eventually come to a room with a step to your left and right, both leading to an elevator. Go up to the third floor and listen to Helios' message.

Head back down to the second level and to the stairs you came down earlier. Then go back to the room with the grays and go down the stairs and through the door on the left. Head down the passage and through the 'Sector 4' access door. Go up the stairs and through the door and someone will contact you – if you saved your brother, it'll be him, if not it'll be Savage. When you're done listening, go into the climbing lab.

Head into the hallway between the two Denali incubators and find the security panel near the window. Hack it to turn off the environmental generators and open the door on the other side. Head into Page's chamber and dispose of the two gun turrets and save the game because you'll now have to decide which outcome you're going to play for. □

CLIFFHANGER

There are three possible endings to Deus Ex. Each one can be triggered by performing certain tasks in this final segment. By saving the game at the point we mention in the walkthrough, you can view each ending without having to play through the entire game again.



■ Everett's Ending: Rebirth of the Illuminati

For this ending you must activate the four blue reactors. They are grouped fairly close together. Don't take too much exploration to find. When you have activated all four, go back up to Page's chamber, through the door and into the control room. Press the button on the console and you'll send him straight to hell.



■ Tong's Ending: New Dark Age

For this ending you'll need to go down to the area populated by creatures below Page's chamber and then head through the door at the back on the left. Work your way downwards and locate a room with a control panel marked 'Flush Systems'. Activate this panel and then go all the way back past the area where you talked to either Savage or your brother and up to the reactor lab (a room polluted by green radiation). Here you'll find two reactors with a button at the base of each. Press them both and then head upstairs to the control room (home to the mechanic that gave you the code to the Aquilus Hub). Press the three switches in sequence and watch the place go up in smoke.



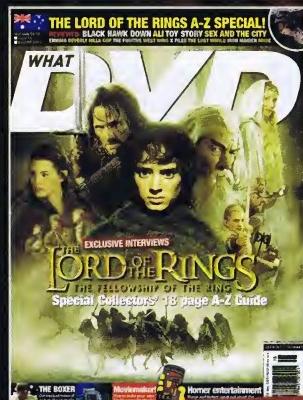
■ Helios's Ending: Merging with the Helios AI

Go to the area beneath Page's chamber populated by creatures and then go through the door at the back on the right. Do as Helios instructs, turning on the switches on either side of the room, and he'll give you the login to the computer. Login and activate the special option. Now backtrack to where you spoke to Helios in the Aquilus Hub and your work is done.

Men in Black (MiB) have explosive tempers, so keep your distance when you kill them.

The Lord Of The Rings Collectors' Edition

- The complete A to Z
- Exclusive interviews
- What it's *really* about



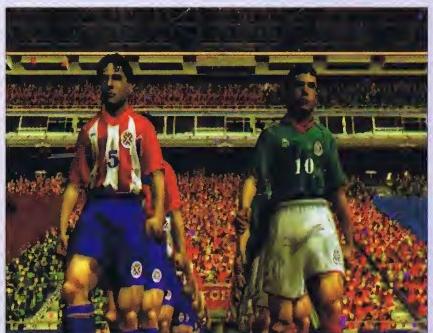
JOIN OUR FELLOWSHIP



Black Hawk Down Ali Toy Story The Fugitive Some Like It Hot
Beverly Hills Cop The Simpsons West Wing X-Files Iron Maiden

The one DVD magazine that delivers the precious goods

POWERLINE - HINTS AND TIPS

**2002 FIFA World Cup**

[SLES 50464]

To milk a little extra longevity out of this official footy cash cow, why not try unlocking a few extra teams? Do note, however, that you can't enter them into the World Cup.

Unlock New Teams: To unlock a few extra All-Star teams in Friendly mode, you must win the World Cup with teams from different regions.

To get All-Europe use European team

To get All-America use American team

To get All-Africa use African team

**LMA Manager 2002**

[SLES 50461]

To become an instant Fergie amongst your stressed-out peers, simply enter the following cheat codes as names for the desired effect.

More money **MINTED**

Auto-select tactics **NO BRAINER**

90 percent skill **AWESOME**

Run faster **HYPERCORE**

Win every game **RUN OF FORM**

Buy any player **FANTASY**

Fast stadium construction **QUICK DRY**

Quick healing: **HEALING HANDS**

Blind referee **MUST BE BLIND**

Always sunny **SUN BURN**

**Mister Mosquito**

[SLES 50330]

Slurp more blood out of this bizarre Japanese Import by unlocking a few extra suckers!

Two Extra Mosquitos: The following two codes unlock a couple of extra mosquitos which can be selected under the 'Colour'

option. Enter the codes quickly on the main options screen (from which you select the 'colour' option).

If they have worked you'll hear a yell.

Doctor Mosquito – hold [B] ↑, →, ←, ↓,
[A], [B], [A], [B]

Papa Mosquito – hold [B] ↑, →, ←, ↓,
[A], [B], [A], [B]

Hidden Game: To unlock a hidden two-player mini-game called Reckless Cyclist, go to the main title screen and rotate the right analogue stick 30 times. You will then be warped straight to the hidden game.

Annoy the hapless Yamada family still further by introducing Mister Mosquito's blood-thirsty parents into the equation.

**Virtua Fighter 4**

[SLES 50759]

There's a stack of secrets in this sophisticated brawler that range from cunningly retro victory poses to bizarre booby prizes. Slip on those knuckle clusters for the full exposé.

Classic Victory Poses: Use a created fighter to reach the Second Kyu level. Hold Punch + Kick + Guard during the replay after winning a match to do a classic victory pose from the very first Virtua Fighter game. You can also do another classic pose by reaching the Third Dan rank and holding Punch + Kick during the replay. But would you notice?

Alternate Main Menu Background: Enter the 'Game Option' menu, then press up to cycle forwards or o to cycle backwards through the list of backgrounds for the main menu.

Alternate Costumes: Each character has two different appearances, most of which are just two different sets of clothes. To see the alternate costume, hold at the character selection screen and then press q to select the respective character in their alternate get-up.

Original Virtua Fighter Model: Use any character to reach the First Dan rank, then when you select that fighter again, hold Punch + Kick until the fight begins. They will now appear for action looking exactly as they did in the very first Virtua Fighter game.

Training Stage One In Versus Mode:

Use a created fighter to reach the First Dan rank to unlock the first training stage in Versus mode.

Training Stage Two In Versus Mode:

Use a created fighter to reach the Fifth Dan rank to unlock the second training stage in Versus mode.

Training Stage Three In Versus

Mode: Use a created fighter to reach the Monarch rank to unlock the third training stage in Versus mode.

Durai's Stage In Versus Mode: Use a created fighter to reach the Emperor or Great Emperor rank to unlock Durai's hangar stage in Versus mode.

Fight As Durai: Defeat Durai in Kumite mode to unlock her as a playable character in Versus mode.

Training Trophy: Complete the trial events in Training mode with a created fighter and a small trophy icon will be displayed over your character's health bar.

Keep A Winning Streak In Kumite

Mode: If you have a winning streak going in Kumite mode and you are about to lose, pause the game and return to the main menu. The game will save automatically and when you return, you will still have your winning streak and no losses.

**Final Fantasy X**

[SLES 50490]

Q: I really need help with the Cloister of Trials in the Dilose Temple.

A: Most people have no problems getting the elevator platform to appear but do not know what to do after it does. Before you get onto this platform you need to go to the wall near the reset plate. Walk up to the faintly glowing glyph and press action to find a Destruction Sphere. Then get onto the elevator to be taken upstairs. Now push the five pedestals into their alcoves when the new pedestal appears place your Destruction Sphere into it and open the chest that is revealed and you will find a Magic Sphere. Now simply climb the stairs to finish the Dilose temple.

Q: I have just entered the Macalania Temple and can't beat Master Seymour, what do i do?

A: Master Seymour will have 3 different forms that you must battle

Master Seymour with Guardians: The biggest problem with fighting the guardians is that he heal after every attack, and none of your attacks are big enough to take them out in one go. Try summoning an Aeon and letting it get damaged until its OverDrive bar is full, then let loose with its OverDrive.

Anima: This guy is pretty hard as its only attack called pain will basically kill whoever it is used on, so you'll need to make sure you have Yuna and her life spell handy. The other big problem is that he charges up his OverDrive gauge every turn, when it is full he performs his oblivion attack which is deadly.

Ty summoning an Aeon to 'Shield' this attack.

Seymour on his own: Seymour on his own should be pretty easy after you've the

last two battle. If you're having any problems try having Yuna cast Nulls.

**Tiger Woods PGA Tour 2002**

[SLES 50729]

Become an instant king of the swingers and improve your on-green handicap by allowing our caddy of codes to ease you through the course.

Master Code: At the Password screen in the Options menu enter **ALLORNOTHIN** as a code to unlock everything – including all golfers and courses.

Unlock All Courses: At the Password screen in the Options menu enter **GIVETUP** as a code to unlock all of the hidden courses.

Hidden Golfers: To unlock golfers without earning them, enter the Password screen (in the Options menu) and enter the following codes:

Super Tiger Woods **ZTREPUS015**

Cedric Andrews **TSWERDNA120**

Stuart Appleby **YUBELPPA160**

Notah Begay II **DYAGEBO4E**

Brad Faxon **ENOKAFIA4D**

Jim Furyk **OKYRUF05K**

Lee Janzen **INEZNAJ1W**

Justin Leonard **RDRANOAE130**

Soltau Lopez **GZEPOL10R**

Colin Montgomerie **EYNOM09E**

Kellie Newman **SNAMWEN172**

Jesper Parnevik **OKVENRAP02U**

Vijay Singh **SHGNIS03P**

speed pretty rapidly. Try flying the plane in wave like motion, as when you fly towards the ground you'll gain speed, also make sure that any turns are very slight, as major movements will cause the dodo to barrel role towards the ground

**Syphon Filter 3**

[SLES 50607]

Q: I am right at the end of the game in the DC Subway and I need to kill Mara Aramov but she is behind bulletproof glass. How can I kill her once and for all?

A: The trick to killing Aramov is not shooting her through the glass but through the roof. You will need the AU300, once you have this climb to the roof and by using the X-ray aim to shoot her in the head. You may need to try standing in different positions to hit her.

PlayStation
POWERLINE

CALL
1902 262 662

MAIN MENU

HINTS & TIPS
[\$1.98/MIN.]

HW SUPPORT
[\$1.98/MIN. FOR NON-WARRANTY CALLS]

CUSTOMER SERVICE**HINTS & TIPS MENU**

LIVE OPERATOR
PRESS 1

PRE-RECORDED CHEATS
PRESS 2

HINTS & TIPS
Live operators available between
9am-8pm EST 7 days.

Pre-recorded cheats use the
SLES / SCS code printed on the
game's disk.

HW SUPPORT
Hours of operation are
9am-8pm EST Mon-Fri

CUSTOMER SERVICE
Hours of operation are
10am-6pm EST Mon-Fri



PlayStation.2
THE THIRD PLACE.

Take your mind for a spin.



GT Concept, from the developers of the Gran Turismo series, puts you in the driving seat of over 100 high-performance vehicles - including concept cars, rally cars and fantasy racers. You'll be able to get behind the wheel of super-tuned concept cars from Japan, Korea, Europe and the USA in this ready-to-run arcade racer.

Plus you've got five superb circuits all over the globe to choose from, including the Swiss Alps and the Tokyo R246, giving you plenty of track to test your skill. Live the life of a racing test driver with this unique arcade challenge, at the streamlined price of only \$69.95 RRP.

GT Concept. Jump in. Floor it. Spin out. www.au.playstation.com/gtconcept



POLYPHONY
DIGITAL

'GT' and 'PlayStation' are registered trademarks of Sony Computer Entertainment Inc. Gran Turismo® Concept © 2002 Sony Computer Entertainment Inc. All manufacturers, cars, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Polyphony Digital Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe.

WLTOWA KSP5392

the shortlist

Want the definitive verdicts on the PS2 games available right now? Then welcome to The ShortList.

OPS2 AWARDS

To filter out the pearls from the swine, OPS2 has introduced a brand new colour-coded ratings system.



GOLD
Only awarded to games that score the full 10/10.



SILVER
Awarded to titles that score 9/10.



BRONZE
Awarded to titles that score 8/10.

2002 FIFA WORLD CUP

[EA Sports/EA]
The World Cup version of FIFA 2002 with more pizzazz but sadly lacking in game modes.

Overall 06

7 BLADES

[Konami/KCEC]
Ninja-styled adventure with a 'healthy' dose of chopsocky gameplay.

Overall 06

18 WHEELER

[Acclaim/Sega/
Acclaim Cheltenham]
Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

Overall 06

ACE COMBAT:

DISTANT THUNDER

[SCEE/Namco]

Another Ace Combat yet. A graphically-polished flight sim with a variety of missions.

Overall 07

AGE OF EMPIRES II: THE AGE OF KINGS

[Konami/Microsoft/
Ensemble Studios/KCET]

PC-style real-time strategy with great depth and longevity.

Absolutely engrossing, if a touch difficult to control.

Overall 07

AIRBLADE

[SCEE/Criterion]
Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be.

Overall 08

ALL-STAR BASEBALL 2002

[Acclaim/Acclaim Studios Austin]

An enjoyable all-round game of baseball with codices of depth, and surprisingly compelling to watch as well as play.

Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE

[Infogrames/Darkware]

An undeniably gory survival horror game series, but one that fails to frighten the pants off the PS2 in this comeback.

Overall 06

AQUA AQUA:

WETRIS 2.0

[SCE/Zebedee Two]

Additional, well-realised update of the N64 puzzler Wetrix.

Overall 07

ARCTIC THUNDER

[Midway/Midway/Inland Productions]

Crude visuals, but plenty of fast and furious gameplay.

Overall 07

ARMORED CORE 2

[Ubi Soft/From Software]

Infinitely-tweakable first-person mech shooter.

Overall 07

ARMY MEN:

AIR ATTACK:

BLADE'S REVENGE

[3DO/3DO]

Dullsville helicopter game.

Overall 02

ARMY MEN: GREEN ROGUE

[3DO/3DO]
On-rails shooter that manages to plumb new depths of soldering tedium.

Overall 02

ARMY MEN: SARGE'S HEROES 2

[3DO/3DO]
Another poorly realised shooter, from the series that stars little green plastic soldiers.

Overall 03

ATV OFFROAD

[SCEE/Rainbow Studios]
Quad bike stunt racer with dubious pack AI but more than enough thrills.

Overall 06

BALDUR'S GATE: DARK ALLIANCE

[Interplay/Black Isle Studios]
Play Dungeons & Dragons in digital format. RPG that does the PS2 great justice.

Overall 08

BARBARIAN

[Interplay/Titus]
A rough-cut fighting game with RPG elements and branching storylines.

Overall 07

BATMAN VENGEANCE

[Ubi Soft/Ubi Soft]
Interesting action adventure, but just a little too 'on rails' to provide a real challenge.

Overall 06

BLOOD OMEN 2

[Eidos/Crystal Dynamics]
An occasionally very satisfying blood sucking adventure let down by unoriginal gameplay.

Overall 06

BURNOUT

[SCEE/Activision/
Criterion Studios]
OutRun grows up, and learns how to crash properly. Thrilling, edge race action that will threaten your no claims bonus.

Overall 08

CAPCOM VS SNK 2

[Capcom Eurosoft/Capcom]
A superb 2D beat-em-up from the house that knows all there is to know about combat. With endless two-player fun.

Overall 08

CART FURY: CHAMPIONSHIP RACING

[Midway/Midway]
Arcade racer with crazy physics and a dose of high-speed hard shoulder.

Overall 06

COMMANDOS 2

[Eidos/Pyro]
A daunting but extremely worthy and rewarding strategy game. What more could you want?

Overall 08

CONFlict ZONE

[Ubi Soft/MASA]
A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.

Overall 02

DRAGON'S LAIR

[Digital/3DO/
Cinematronics]
Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.

Overall 02

DRAGON'S X GAMES SKATEBOARDING

[Konami/KCEO]
Not-very-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with Tony Hawk's.

Overall 06

Overall 06

CRASH BANDICOOT: THE WRATH OF CORTEX

[Vivendi/Universal/
Traveler's Tales]
Crash spins onto PS2 but little has changed from PSone.

Overall 06

CRAZY TAXI

[Acclaim/Sega/Acclaim]
Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.

Overall 08

CRICKET 2002

[SCEE/Sega/Acclaim]
The best leather-on-willow sim on any console, ever. Relax and make like it's summer.

Overall 08

DARK CLOUD

[SCEE/Level 5]
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.

Overall 07

DAVE MIRKA FREESTYLE BMX 2

[Acclaim/KCET]
Orthodox but impressive, this BMX sim has an inventive array of tricks.

Overall 07

DEAD OR ALIVE 2

[SCEE/Tecmo]
Blistering fun set-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.

Overall 07

DEUS EX

[Eidos/Ion Storm]
The ultimate in action/shooter adventure genre-busting game that redefines expectations. Superb.

Overall 09

DEVIL MAY CRY

[Capcom/Eurosoft/
Capcom]
Meeting fire-breathing battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.

Overall 09

DNA

[Virgin Interactive/
HudsonSoft]
Gene warfare and confusing puzzles abound in this bizarre manga adventure.

Overall 06

DONALD DUCK: QUACK ATTACK

[Ubi Soft/LucasInteractive]
A first-generation platformer that suffers from Stone Age gameplay and graphics.

Overall 04

DRAGON'S LAIR

[Digital/3DO/
Cinematronics]
Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.

Overall 02

ESPN INTERNATIONAL TRACK & FIELD

[Konami/KCEO]
Graphically impressive athletics sim marred only by iffy AI.

Overall 06

ESPN NATIONAL HOCKEY NIGHT

[Konami/KCEO]
Other hockey sims on the market with better gameplay put this in the sin bin.

Overall 06

ESPN NBA 2 NIGHT

[Konami/KCEO]
Hardcore gameplay makes this one for basketball heads only.

Overall 06

ESPN X GAMES SKATEBOARDING

[Konami/KCEO]
Not-very-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with Tony Hawk's.

Overall 06

ESPN'S WORLD CUP

[EA Sports/
EA Sports Canada]
Nice innovations for the Official World Cup Game.

Overall 09

F1 CHAMPIONSHIP SEASON 2000

[EA Sports/EA Sports]
Another solid PlayStation 2 Formula One title, but ultimately it's a tad soulless.

Overall 07

FANTAVISION

[SCE/SCE]
The world's first fireworks game. Not enormous, but of rare and random beauty.

Overall 07/competitors.

FIFA 2002

[EA Sports/
EA Sports Canada]
Despite admirable improvements, this is still a goal down to Pro Evolution/mediocre.

Overall 06

FIFA WORLD CUP

[EA Sports/
EA Sports Canada]
Nice innovations for the Official World Cup Game.

Overall 09

FINAL FANTASY X

[SQUARE]
Nothing else needs to be said about this brilliant RPG.

Overall 09

six of the best

SHARP SHOOTERS



1. METAL GEAR SOLID 2: SONS OF LIBERTY

Even when you're not sneaking past the opposition, *MGS2* is more of a cerebral gun fest than most. However it still manages to pack in some of the most tension-filled, pyrotechnic set-pieces you're likely to find. *"MGS2 is out now from Ozisoft*

2. MEDAL OF HONOR: FRONTLINE

Every bit as thrilling and atmospheric as its predecessors, *MOH: Frontline* takes everyone's favourite Nazi-nobbling FPS and cranks up the realism. *"MOH: Frontline is out now from EA*

3. HALF-LIFE

A superlative blend of FPS action and intelligent storytelling that comes from the PC intact and firing with deadly accuracy. Add-on missions hopefully coming soon. *"Half-Life is out now from Vivendi Universal*

4. JAMES BOND 007 IN... AGENT UNDER FIRE

A clunky game title for sure, but freed from movie tie-in constraints, this FPS has a licence to thrill. *"Agent Under Fire is out now from EA*

5. DEUS EX

Not just another PC port, but one of the finest shooters ever finding its true home on PS2. A bleakly brilliant future shocker with supreme gameplay throughout. *"Deus Ex is out now from Eidos*

6. HEADHUNTER

Sweden's answer to *MGS2* is a fine game in its own right with glossy graphics and Rock-Cop-style vision of the future and lots of hardware to bring the bad guys down. *"Headhunter is out now from Sony*



★ FORMULA ONE 2001

[SCEE/Studio Liverpool] Still the best F1 game to reach the PS2 yet. All the drivers, tracks and cars included. Load it up and feel the speed. Overall 08

FREAK OUT

[Swing!/Treasure] Unique cartoon action-adventure with a kooky Japanese twist. Grab enemies with a bewitched scarf. Overall 07

★ FUR FIGHTERS

[Acclaim/Bizarre Creations] Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again. Overall 08

G1 JOCKEY

[THQ/Koei] More fun than exercise in statistical analysis than a horse racing game, with bland graphics and sound. Overall 05

GIANTS: CITIZEN KABUTO

[Intec/Platinum Moon] The Reiner might be cool, but loading times hamper this port of a complex PC battle game. Overall 06

★ GITAROO MAN

[THQ/Ozisoft] If you have a PS2 collection, you should definitely have at least one game like this in there! Check it out. Overall 08

GLOBAL TOURING CHALLENGE: AFRICA

[THQ/Westwood] An impressive racer that is further lifted by clever use of interesting locations. Overall 07

GRANDIA II

[Ubi Soft/GameArts] Expansive, classic RPG adventure with horrific graphics and repetitive, uninviting gameplay. Overall 05

★ GRAND THEFT AUTO 3

[Rockstar Games/DMA Design] The original crime sim goes 3D. The game has its flaws, but there's nothing else quite as sick, inventive and funny on the shelves. Buy it. Overall 10

★ GRAN TURISMO 3: A-SPEC

[SCEE/Polyphony Digital] If you didn't know already, *GTA* is the greatest driving game in the world. Buy it now. Overall 09

G-SURFERS

[THQ/Interactive/Bliss Interactive] Futuristic racer that's improved by an innovative track editor. Overall 07

★ GUILTY GEAR X

[Virgin/Sammy] Pushes hard at beat-em-up boundaries. The start of a new wave of next-gen 2D fighters. Overall 08

GUN GRIFFON BLAZE

[Swing!/GameArts] A mech shooter for robot obsessives everywhere. Overall 07

H30 SURFING

[Take 2/ASCII] Inadequate surf sim, although the water's well realised. Overall 07

★ HALF-LIFE

[Midway/Universal/
Valve/Gearbox] The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase. Overall 09

HEADHUNTER

[SCEE/Amaze] Dirty Harry meets *MGS2* in a world where the law is controlled by bounty hunters. There's a great game here somewhere, but we only got glimpses of it. Overall 07

HEROES OF MIGHT AND MAGIC

[3DO/3DO] Patchy PC-style adventure. Overall 03

HOLODRAM

[Digital Leisure/Sega] It may be called a 'classic' but avoid this like the plague. Overall 00

INTERNATIONAL SUPERSTAR SOCCER

[Konami/Ozisoft] Genuine squads and more instant terrace gratification take ISS up to the PS2 level. Overall 08

ISS 2

[Konami/Ozisoft] More arcadey than *PES* with better commentary, but dodgy ball physics and animation. Overall 07

JAK AND DAXTER: THE PRECURSOR LEGACY

[SCEE/Namco/Bogus] A brilliant platformer from the makers of *Cash Bandit*. Introduces two heroes you'll be seeing a lot more of. Overall 09

★ JAMES BOND 007 IN... AGENT UNDER FIRE

[EA/EI Redwood Shores] A thrilling single-player Bond experience, with a great Four-player mode and beautiful leading ladies. Almost on par with *N64's GoldenEye*. Overall 08

JEREMY MCGRATH SUPERCROSS WORLD

[Acclaim/Acclaim] With a whole back catalogue of brandied cars, it's a lot's fan's dream. It's just a shame their speed isn't conveyed. Overall 05

Studios Salt Lake]

A motocross game that's just like the real thing (minus the realism, thrills, speed, gritty handling and mud). Overall 03

JET SKI RIDERS

[Edios/Opus Corporation] Great water effects and Kawasaki-licensed Jet Skis. Shame about the average racing, though. Overall 06

KENGO: MASTER OF BUSHIDO

[Ubi Soft/LightWeight] A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature. Overall 06

KESSEN

[Electronic Arts/KOEI] A real-time strategy game set in feudal Japan, where you get to command a huge army initially confusing, potentially enthralling. Overall 07

★ KNOBOLA 2: LUNATEA'S VEIL

[SCEE/Namco] Cute and cheerful platformer featuring the lovable glove-eaten blue cat-rabbit hybrid. Overall 08

KNOCKOUT KINGS 2001

[EA Sports/EA Sports] A more-than-competent boxing sim. Not good enough to earn its royal status, though. Overall 06

KURI KURI MIX

[Empire/From Software] A blend of two-player co-operation and cutsey platformer. An odd but worthwhile addition to any PS2 collection. Overall 07

LEGENDS OF WRESTLING

[Acclaim/Acclaim] 'Violent ballet' with a shortage of modes and options. Fine recreation of Pro wrestling. Overall 05

★ LE MANS 24 HOURS

[Infogrames/Melbourne House] Accessible for the gamer who's daunted by ultra-accurate multi-vehicle handling, but has depth and thrills in abundance. Overall 08

LMA MANAGER 2002

[Codemasters/Codemasters] Brilliant soccer management game that allows you to get as involved as you want. Overall 08

LUTUS CHALLENGE

[Virgin Interactive/Kuju] With a whole back catalogue of brandied cars, it's a lot's fan's dream. It's just a shame their speed isn't conveyed. Overall 05

★ MADDEN NFL 2002

[EA Sports/EA Sports] Exemplary American football title with a pristine pedigree. Virtually faultless, aside from being just another yearly update of a franchise. Go buy it. Overall 09

MAXIMO

[THQ/Capcom] A tribute to *Ghosts 'N Goblins* and an excellent mix of retro and modern gaming, resulting in one of the strongest 3D platformers available. Overall 08

MDK2

[Interplay/BioWare] Originally a game on Dreamcast and PS, this third-person action should in Spanish, but nothing in translation. This is a superb three playable characters and is destined to be a cult classic. Overall 08

★ MEDAL OF HONOR: FRONTLINE

[EA/EA Sports] A very realistic FPS that has been bowing audiences the world over since the game was released. This is a superb game that should not be overlooked. Overall 09

★ METAL GEAR SOLID 2: SONS OF LIBERTY

[Konami/KCE] A must-own, state-of-the-art tactical espionage action game that's reason enough to buy a PS2. A superbly paced, surprising story with intelligence and soul. Unbeatable sound and graphics – a benchmark for future PS2 titles. Overall 10

MINDFLIGHT CLUB

[Rockstar/Angel Studios] Speedy, urban racing that boasts some of the most packed New York and London environments. Sadly, the gameplay isn't that great. Overall 04

MODERNGROOVE: MINISTRY OF SOUND

[Ubi Soft/Moderngroove] An exhilarating lightshow generator containing five full dance albums. Overall 06

MONSTERS, INC.

[SCEE/Nintendo] Disney Platform game, based on the movie, but silly and basic with a lifespan of no more than a few hours, though the film clips are entertaining. Overall 04

MOTO GP 2

[SCEE/Namco] Great Turn-and-turn on wheels! It's a fantastic motorbike sim that rewards repeated play. Overall 07

the shortlist

graphics and race replay facility.
Overall 07

MOTOR MAYHEM
(*Infogrames/Beyond Games*)
Unoriginal deathmatch-based vehicle blasting.
Overall 05

MTV MUSIC REVOLUTION 2
(*CodeMasters/Jester*)
Home DJ sample/mixer music maker. It's enormous fun and night-on faultless. This is exciting and well put together – pick it up and start making your own choons!
Overall 09

MX 2002 FEATURING RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Polished and engaging motorcross sim that utilises its subject matter to great effect.
Overall 07

MX RIDER
(*Infogrames/Paradigm*)
Motocross/supercross sim that lacks the true grittiness and excitement of the sport.
Overall 06

NBA HOOPZ
(Midway/Eurocom)
Instant arcade-style basketball sim but there are better ones on the street.
Overall 06

NBA LIVE 2001
(EA Sports/
EA Sports Canada)
Solid and playable. Thrills are thin on the ground, though.
Overall 06

NBA LIVE 2002
(EA Sports/
EA Sports Canada)
An update of NBA Live 2001? Only for true basketball nuts.
Overall 06

NBA STREET
(EA Sports/BIG/EA Sports)
Great looks, great to play, but not what most will want. There's room for improvement.
Overall 06

NFL QUARTERBACK CLUB
(Acclaim/Acclaim Studios Austin)
American football game that has unique features, but unable to compete with Madden 2002.
Overall 08

NHL 2001
(EA Sports/
EA Sports Canada)
EA Sports' perennial ice hockey licence that hits the mark. As Jamie Oliver might say, "Puck!"
Overall 08

NHL 2002
(EA Sports/
EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on NHL 2001.
Overall 08

NHL HITZ 2002
(Midway/Black Box)
A satisfying if short-lived, arcade-style ice hockey game.
Overall 06

NASCAR RACE
(Warner Bros/Kalisto)
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic *The Fifth Element*. Nothing crazy to see here.
Overall 05

ONI
(Rockstar/Bungie Software)
New character animation in an enjoyable third-person sci-fi romp.
Overall 07

ONIMUSHAS: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an Iffy PAL conversion, though.
Reviewed OPS2#09/Overall 09

OPERATION WINBACK
(Midas Interactive/KCET)
Lacks variety, but still manages to be an enjoyable stealth shooter, nevertheless.
Overall 06

OPHREN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Overall 04

PAPARA THE RAPPER 2
(SCE/NaNaOn-Sha)
Rhythmic action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.
Overall 07

PARIS-DAKAR RALLY
(Acclaim/Broadsword Interactive)
Based on the race of the same name, this sim does little to inspire interest.
Reviewed OPS2#13/Overall 05

PENNY RACERS
(Midway/Midway)
A half-baked and underfed GT3, with just a few good tracks to recommend it.
Overall 04

POLICE 24/7
(Konami/KCET)
Ace first-person shooter that

Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-em-up.
Overall 08

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Overall 05

PORTAL RUNNER
(3DO/3DO)
Vikki, of Army Men notoriety, gets her own title. It's the best of a bad bunch.
Reviewed OPS2#13/Overall 05

PRO EVOLUTION SOCCER
(Konami/Konami TYO)
Konami TYO updates ISS Pro Evolution and creates the best PS2 football sim yet.
Overall 09

PROJECT EDEN
(Eidos/Core Design)
Look beyond some not-great visuals and you'll lose yourself in this complex and satisfying first-person shooter/adventure.
Overall 08

QUAKE III
(Id/Big & Buffalo)
In four-player, this FSR is the best multiplayer yet. A technical tour de force, it runs like greased lightning and looks absolutely gorgeous.
Overall 09

RAYMAN M
(Ubisoft/Ubi Studios France)
Based primarily on platformer action. Some good ideas, but the gameplay is nothing new.
Overall 06

RAYMAN REVOLUTION
(Ubisoft/Ubi Soft)
Animation-quality graphics elevate this classic platformer starring a disjointed hero. A little worthy of PS2.
Overall 08

RC REVENGE PRO
(Acclaim/
Acclaim Cheltenham)
A distinct lack of any discernible speed makes this an avoidable kart racer.
Overall 03

**READY 2 RUMBLE:
ROUND 2**
(Midway/Midway)
A marvelous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Overall 07

RED FACTION
(THQ/Volition)
Ace first-person shooter that

melds MGS-style tactics and the all-out blasting of the hollowed Quake III. Marred only by some average level design.
Overall 08

**RESIDENT EVIL CODE:
VERONICA X**
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kind of action, frightening kills and lots amounts of blood letting. Clever in its disgusting depraved clutches. You know what you want to.
Overall 09

REZ
(SEGA/Sega (USA))
Fighter computer viruses from within the system. Exploring the relationship between sound and colour this techno shooter provides pure gameplay.
Overall 09

RIDGE RACER V
(SCE/Namco)
A popular racer, but high hopes were scuppered by the limited size and a lack of originality.
Overall 07

RING OF RED
(Konami/KCET)
A major RPG that isn't fair? Oh yes. A real stinker for the discerning robo-fetishist after something different.
Overall 08

ROBOT WARLORDS
(Midas Interactive/Dazz)
Many other superior mech games make this redundant in a somewhat minority genre in Australia.
Overall 04

ROBOT WARS
(BBC Multimedia/Climax)
TV show tie-ins rarely work. This could have been a whole lot better. Stick to watching the real 'bot battles instead.
Overall 08

RUGBY
(EA Sports/
Creative Assembly)
So far the best PS2 game to represent this sport. More akin to Modern than FIFA in approach, a highly enjoyable and refined take on the sport. EA Sports does it again.
Overall 08

RC RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer that has tons of challenge and replay value, especially in Two-Player mode. Full of totally insane courses to put you through your paces.
Overall 08

RUNE: VIKING WARLORD
(SCE/Cross for SCE)
A flight sim where – somehow unusually – you don't have to shoot anything, just complete crazy missions.
Overall 08

RUMBLE RACING
(EA/EA)
A mixed-out, splashy remake of the PSone racing classic, very much in the SSX mould.
Overall 06

REAL-TIME: When one second of game time equals one second in the real world.
RPG: Role-playing game.
RTS: Real-time strategy.
RUMBLE: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight.
USB: Port to connect peripherals such as keyboard to PS2.

If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

[Take 2/Human Head]
A Viking slash-'em-up that should have been confined to the Dark Ages.
Overall 04

SALT LAKE 2002
(Ozisoft/Attention To Detail)
Soulless Winter Olympics game. Decent weather effects but the majority of events are rather tedious. Not much variety and a limited life span.
Overall 03

SHADOW OF MEMORIES
(Konami/KCET)
Filmic adventure that keeps the surprises coming with a surprising plot.
Overall 08

SHAUN PALMER'S PRO SNOWBOARDER
(Activision/Deorsoft)
Basically Tony Hawk's on snow. It's an exhilarating sport, but the gameplay is unimaginative and the controls sluggish.
Overall 06

SILENT HILL 2
(Konami/KCET)
Team Silent
One of the most atmospheric and truly frightening titles on PS2. Like all of my worst nightmares rolled in to one relentless videogame.
Overall 08

SILENT SCOPE
(Konami/KCET)
Stick but simple shooting gallery game where you play a police sniper. A great launch title that we're still playing.
Reviewed OPS2#01/Overall 08

SILENT SCOPE 2
(Konami/Konami TYO)
A welcome update of this arcade sniper sim, though the formula is looking tired now.
Overall 07

SILPHEDGE: THE LOST PLANET
(Swing/Treasure/GameArts)
Tediuss top-down shooter, that shouldn't be on PS2.
Overall 03

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anc)
Adept footy management sim, but lacks the killer goal.
Overall 06

SLED STORM
(EA/EA BIG)
A mixed-out, splashy remake of the PSone racing classic, very much in the SSX mould.
Overall 06

SMASH COURT TENNIS PRO TOURNAMENT
(SCEE/Namco)
A deep, stylized game that suffers from disproportionate leaps in difficulty that may prove a little off-putting to casual gamers.
Overall 07

**SMUGGLER'S RUN 2:
HOSTILE TERRITORIES**
(Rockstar/Angel Studios)
Impressively big, fast and frantic, but not much different to its predecessor.
Overall 07

SOUL REAVER 2
(Eidos Interactive)
Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information? But don't you have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the ZX Spectrum by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

SPIDER-DYNAMICS
Sou-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Spider-slayer sword.
Overall 07

SPACE RACE
(3DO/3DO)
The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off.
Overall 05

SPIDER-MAN
(Activision/Treyarch)
It doesn't display huge innovations over its Psone counterpart, although it's a solid and enjoyable Spidey title either way.
Overall 07

SPASHDOWN
(Infogrames/
Rainbow Studios)
Above average Sea-Doa racer, with impressive water effects. The racing is sluggish, though.
Overall 07

SPY HUNTER
(Midway/Paradigm)
Pretend to be James Bond. Captures the spirit of the original game and adds further shiny next-gen knobs.
Overall 08

SSX
(EA Sports Big/
EA Sports Canada)
Inventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters.
Overall 09

SSX TRICKY
(EA Sports Big/
EA Sports Canada)
The sequel to the PS2's sleeker hit is now bigger and better. New courses included!
Overall 09

**STAR WARS:
STARFIGHTER**
(Activation/LucasArts)
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects.
Overall 09

STAR WARS: SUPER PODRACER
(Activation/LucasArts)
Banal cartoon kart racer. The Force is weak with this one.
Overall 05

STATE OF EMERGENCY
(Take 2/VIS Entertainment)
Ashawol but worryingly enjoyable game that puts the player at the centre of a riot. Overall 06

STREET FIGHTER EX3
(Capcom/Eurosoft/Arika)
A decent enough cult 2D/3D brawler. Has its dev fans.
Overall 06

SUMMONER
(THQ/Volition)
Although forced to strict RPG plot confines, this is an entertaining spectacle with expert storytelling.
Overall 08

SUPER TRUCKS
(Jester/Jester)
Bland, arcade racing that fails to convey the impression of racing mammoth trucks.
Overall 04

SUPER PISTON
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.
Overall 04

SWING AWAY GOLF

glossary

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information? But don't you have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the ZX Spectrum by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Aftersburn: An extra kick of power in flight sims.
AI: Artificial Intelligence.
Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.
Boards: Snowboards or games featuring the alpine sport.
Col-op: Coin-operated arcade videogames.
Cut-scene: Explanatory, non-playable scenes within a game (e.g. FMV).
CPU: Central Processor Unit.
Dev kits: Programmable PS2s used by developers.
D-pad: Direction pad on

PS2 controller.
Dual Shock controller: Controller for PSone.
Dual Shock 2: Controller designed for PS2 with analogue.
E3: European Computer Trade Show.
E3: Electronic Entertainment Expo (US).
Frame rate: Number of images drawn per second in games. Higher frame rate = smoother images.
FPS: First-Person Shooter.
Hack 'n' slash: Action game (usually fantasy) featuring blade combat.
High res: High

resolution (graphics).
HUD: Head Up Display. Screen furniture such as map, speedometer etc.
Iconography: Graphical shorthand defining game genres.
Improve: Refers to quality graphics.
L3: Pressing down on the PS2 controller's left joystick.
Mini-games: Bonus, playable games found in larger titles.
Pop-art: Building block of videogame graphics.
PSone: The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

Real-time: When one second of game time equals one second in the real world.
RPG: Role-playing game.
RTS: Real-time strategy.
Rumble: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight.
USB: Port to connect peripherals such as keyboard to PS2.

If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all Aussie PS2 publishers.

six of the best

OUR AD MAN JOSH IS PLAYING:



DEVIL MAY CRY 2

I don't mean to make you all jealous, but as soon as the preview code came into the office I haven't been able to get enough of it! Apparently, it's not even due out here until next year but I can assure you that it's going to be worth the wait. The first ones still one of my favourites - this is better!

2. V-RALLY 3

I'm not about to go out and thrash my new V8 Commodore rally-style but I can go out and go crazy with this game! I'm waiting for Colin 3, but this'll keep me going along just nicely. For now, anyway! Wicked.



3. SLAM TENNIS

I always fancied myself when it came to Virtua Tennis at the arcades and on the Dreamcast, so I thought this game would be average. I was wrong! This is a surprising game to say the least. Very fun.

4. TOP ANGLER

All of the guys laugh at me when I play this in the office, but it's a real winner. I go down and get a kebab and sit by and try and land me a big haul. All I need to do is sneak a few times in...



5. TEKKEN 4

We only have the preview version here, but for my money - I rate it above Virtua Fighter 4 which is also one of my recent faves. Some of the new characters are cool, and I've been trying to master them.



6. PES

I thought I was a *FIFA* man until Richie convinced me to try this. It took a bit of time to get used to, but I'm now well and truly converted. Master League is just brilliant! Go well! He's my star striker right now...



[EA Sports/T&E Soft]
Cutesy PSone golf sim that's let down by a poor PS2 conversion.
Overall 03

TARZAN FREERIDE
[Ubisoft/Disney Interactive]
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.
Overall 04

TEKKEN TAG TOURNAMENT
[SCE/Nacon]
Fantastically playable and graphically popular beat-em-up. The tagging moves should keep the Tekken faithful happy until the next 'proper' instalment reaches the shelves. Meanwhile, keep your eyes peeled for Tekken 4.

Overall 08

TEST DRIVE: OFFROAD WIDE OPEN

[Infogrames/Angel Studios]
A tidy but limited offroad racer from the makers of Smuggler's Run.
Overall 06

KG DARE DEVIL
[Kemco/Papaya Studios]
Missed the retro car racer that fails to provide innovation or excitement.
Overall 08

THE BOUNCER
[SCE/Squaresoft]
A fun, accessible brawler whose adventuring elements are fairly limited.
Overall 06

THE HOOTS
[SCE/RuneCraft]
Strictly for gamers of preschool age, this is a faithful and entertaining reproduction of the popular kids' show.
Overall 08

THE MUMMY RETURNS
[Vivendi Universal/Blitz Games]
Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable Tomb Ruler collection.
Overall 05

THE SIMPSONS: ROAD RAGE
[EA/Radical Entertainment]
It's Crazy Taxi but with Bart and Homer behind the wheel.
Overall 06

THE WEAKEST LINK
[Activation/Activation]
You'll get more enjoyment playing along with the TV show than will from putting up with the viper-tongued host.
Overall 04

THEME PARK WORLD
[EA/Bullfrog]
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinning is your prime directive.
Overall 07

THIS IS FOOTBALL 2002
[SCE/Team SoHo]
An atmospheric and playable addition to a revised series.
Overall 07

THUNDERHAWK: OPERATION PHOENIX
[Eidos/Core Design]
A brave attempt to blend arcade and sim with choppers.
Overall 07

TIGER WOODS PGA TOUR 2001

[EA Sports/EA Sports]
Authentic golf sim, a tad undermined by a random control system.
Overall 06

TIME CRISIS 2
[SCE/Nacon]
PS2's first really tight gun title sets the standard for others to follow. Has a great two-player co-op mode.
Overall 08

TIMESPLITTERS
[Eidos/Free Radical Design]
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness.
Overall 05

TOKYO XTREME RACER
[Crave/Ubisoft/Genki]
Sedate, and thus dull, racer.
Overall 04

TONY HAWK'S PRO SKATER 3
[Activision/Neversoft]
Fantastic skater sim that's perfect to play whether you've got two minutes or two hours to spare. Notable for being the first PAL game to have online network play, too.
Overall 09

TOP GUN
[Virgin Interactive/Digital Integrations]
A flight sim that seems to have been designed by people who have never even seen a plane. A few arcade thrills.
Overall 04

WORLD CHAMPIONSHIP POOKER 2002

[Codemasters/Blade]
Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. Incredibly playable.
Overall 08

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
[3DO/3DO]
Arcade tank sim that's brilliant in Four-Player Deathmatch mode. Lacks lasting appeal in One-Player mode, though.
Overall 07

UEFA CHAMPIONS LEAGUE
[Take 2/Silicon Dreams]
A very rare for the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have IIS or FIFA, you don't need this.
Overall 06

UNREAL TOURNAMENT
[Infogrames/Epic Games]
A satisfyingly gory, totally over-the-top and immensely playable first-person shooter.
Overall 08

VAMPIRE NIGHT
[SCE/Nacon]
A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest. Again. Great for building bulging biceps, though.
Overall 08

VICTORIOUS BOXERS
[Empire Interactive/ESPN]
Offbeat Japanese boxing title that lacks the killer punch.
Overall 04

WACKY RACES STARRING DASTARDLY AND MUTTLEY
[Infogrames/Infogrames]
Misty-eyed fans of the TV series will love the visuals. A shame the game isn't all that great.
Overall 06

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY

[Ubisoft/Disney Interactive]
The game guaranteed to get to dancing round your living room like a loon.
Overall 04

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION
[Eidos/Revolution]
Scary animation of Tarrant and easy questions make this a chore. That is our final answer.
Overall 04

WILD WILD RACING
[Rage/Rage]
Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.
Overall 08

WIPEOUT FUSION
[SCE/PlayStation Liverpool]
Style and substance are here in the most fully realised Wipeout yet. This future racer is as smart and extreme as it gets. With a cracking soundtrack.
Overall 09

WOODY WOODPECKER: ESCAPE FROM BUZZ BEEZ'S PARK
[3DO/3DO]
Unoriginal Platform adventure with a friendly cartoon look and solid, brightly coloured graphics.
Overall 03

WORLD CHAMPIONSHIP POOKER 2002
[Codemasters/Blade]
Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. Incredibly playable.
Overall 08

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
[3DO/3DO]
Arcade tank sim that's brilliant in Four-Player Deathmatch mode. Lacks lasting appeal in One-Player mode, though.
Overall 07

WORMS BLAST
[Team 17/Ubisoft]
A Tetris-like departure from the usual Worms fare, but one that lacks depth.
Overall 06

WORLD RALLY CHAMPIONSHIP
[SCE/Evolution Studios]
The most realistic racing rally experience ever committed to a videogame. This is a pristine example of next-generation programming that no self-respecting gamer should be without.
Overall 09

WWF SMACKDOWN! JUST BRING IT!
[THQ/Yuke's]
Step into the spandex pants of The Rock and chums. This is without a doubt the most realistic representation of the WWF experience on a console yet. Top stuff.
Overall 08

ZONE OF ENDERS
[Konami/KCEJ]
Cool mech thriller from Metal Gear's Hideo Kojima, with bonus MGS2 demo just to get you in the mood.
Overall 09

Acclaim
03 9574 5900
www.acclaim.com
Tea House Level 4, 28 Clarendon St
South Melbourne, Vic 3205

Activation Pty. Ltd.
02 8876 5718
www.activation.com
Century Plaza Level 1, 41 Rawson St
Epping, NSW 2121

Electronic Arts
02 9264 8999
www.easports.com.au
Level 3, Suite 13-15 Wentworth Avenue
Surry Hills, NSW 2000

Interplay Australia
02 9431 1311
www.interplay.com
Unit 1, Level 3, 39 Herbert St
St Leonards, NSW 2064

Ozisoft [Infogrames]
02 9665 0120
www.gamemation.com.au
32 Bowden St
Alexandria, NSW 2015

Red Ant Enterprise Pty. Ltd.
02 9882 3812
www.red-ant.com.au
Unit 1, 1 Short St
Chatswood, NSW 2065

Sony Computer Entertainment
02 9324 9500
www.sce.com
P.O. Box 2029
Darlinghurst, NSW 2010
Anti-Piracy Hotline Number: 02 8266 5111
Anti-Piracy E-mail: piracy@sce.net

Take 2 Interactive
02 9482 3455
www.take2interactive.com.au
Unit 5, 6-12 Bridge Rd
Hornby, NSW 2077

THQ Asia Pacific Pty. Ltd.
03 9571 9200
www.thq.com
Level 2, 578 St Kilda Rd
Melbourne, Vic 3004

Ubisoft Entertainment
02 8330 1300
www.ubisoft.com
Level 3, 111-117 Devonshire St
Surry Hills, NSW 2000

Vivendi Universal Interactive Australia Pty. Ltd.
02 9912 7722
www.vup-interactive.com.au
[Sierra, Blizzard] Ground floor, 1 Chandon St
St Leonards, NSW 2065

THE DOCTOR'S IN

Doc Marten boots have carved themselves out a fine tradition for both style and toughness - and for good reason. They've long been the staple fodder for the fashion and casual-conscious alike and members of OPS2 can testify first-hand how long these babies really do last. We have one pair of the world-famous cherry red ten hole boots up for grabs. On top of that, we'll also be giving away a wallet, dog tag, CD, shoulder strap bag and two Dr Martens coffee table books. Be sure to enter now! For your chance, just tell us which country Dr Marten shoes originated from. Entries should be marked "Bower Boots".

**THE OPERATIVE**

No One Lives Forever has somehow passed under the radar of gamers everywhere, but we reckon that it's definitely worth a shot. You play as Cate, a deadly operative working to free the world from an evil organisation. Sound easy? Remember, you'll have to master a huge arsenal of weapons and gadgets on your way to unravelling the mystery! Like what you see? To be in the running, tell us in 20 words or less why you want Cate Archer in your living room. Mark your entries "Blast Away".



PREVIOUS WINNERS - WWF DVDS Jesse Blayne SA, Daniel King NSW, Toby Carmichael NSW, Lucas James NSW, John Catania NSW, Adam Morley VIC, Bruce Dommayer WA, Ian Walsh NZ, Tristan Ashton NSW, Mike Henry VIC, Lance Smith NSW, Alick Clark NZ, Jason Leung NSW, B Palmer SA, Lisa Law VIC **2002 FIFA WORLD CUP** Steve Milich SA, Ryan Glick NSW, Dave Long ACT, Brendan Vought NSW, Josh Farmelo VIC **VIRTUA FIGHTER 4** Steve Gold WA, Jamie McGraw QLD, S Torrens WA, C Atkinson VIC, H Murphy NZ **STATE OF EMERGENCY** Anne Elionhelmo SA, G Floyd NZ, Dean Lightfoot NZ, Brian Peel WA, Drew Rogers NT.

HOW TO ENTER - Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail-mail to Official PlayStation Magazine, PO Box 1037, Bondi Junction NSW, 2022. E-mail entrants are entitled to one e-mail per competition only. Entries should be clearly marked and include your name, age, phone number, address and the name of the competition you are entering. All competitions close September 1, 2002 and winners will be published in the October issue of OPS2, on sale September 18, 2002.

HEY THERE MOOKS

You can never get enough cool threads and courtesy of Mooks, OPS2 are putting up some stylin' get-up for one lucky winner to get about in. No matter what you're up to, looking the goods is as important as saving your progress after getting to the third island on GTA 3! One lucky winner will score themselves a pair of jeans, a hoody, cap and a pair of sandals to match! Cool, huh? Want them? Check out www.mooks.com and tell us what the air hostess is wearing on her feet. Mark your entries "Smooth Operator" and don't forget to include your size! □

**THE 'JAR**

Melbourne lads Bodyjar are not only one of the finest live acts that you'll ever hope to see, they're ardent gamers to boot! So much so, that they've contributed tracks to videogames. Most notably, you'll find 'Not the Same' on none other than the smash hit *Tony Hawk's Pro Skater 3*. We love the Jar, and they're now rightfully seen as one of the country's best home-grown acts. Want to win an album, single and a poster? We have 15 packs to giveaway. All you need to do is tell us the name of their most recent studio LP. Answers can be found at www.bodyjarcomau and entries should be marked "Rock on".





TAKE SOMEONE SPECIAL OUT



LONDON · MEXICO CITY · SINGAPORE · BERLIN · MILAN

DO YOU KNOW A GOOD SHOOTING GAME WHEN YOU SMELL IT?

YOU KNOW, THE TYPE THAT ISN'T SIMPLY COSMETIC?

WELCOME TO ENDOGME...

ASSUMING THE ROLE OF JADE, YOU MUST UNCOVER AND DEFEAT THE
EURODREAM CONSPIRACY THAT THREATENS THE ENTIRE FUTURE. JUST ONE
WHIFF OF ENDOGME AND YOU'LL BE TOTALLY CAPTIVATED.

"...WAY AHEAD OF ITS PAINFULLY LINEAR COMPETITORS"

PlayStation®2
OFFICIAL MAGAZINE UK



www.empireinteractive.com

Compatible with



ENDGAME © 2001 Empire Interactive Europe Ltd. Game concept and creation by Cumming Developments.
ENDGAME, Empire Interactive and the E logo are trademarks of Empire Interactive Europe Ltd. All Rights Reserved.
G-COM™ & © 1996 NAMCO LTD., ALL RIGHTS RESERVED. G-COM™ & © 2000 NAMCO LTD., ALL RIGHTS RESERVED.
"PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

